



THE FRESHWATER TROLL

Though they appear to be no more intimidating than a typical troll, freshwater bog trolls can be an absolute terror for adventurers. Infused with the rejuvenating peat of the fens and marshes they call home, bog trolls are incredibly difficult to tackle. So long as they remain partially submerged in the unique waters of their home, they can weather volley after volley of attacks. Typically, adventurers are wise enough not to assault a freshwater bog troll unless they absolutely have to. These hulking brutes are rarely antagonistic, but they are highly territorial. If intruders encroach on their land, they will fight back with begrudging vigor.

Bulgreck. Though misclassified as a dangerous cave troll by the ignorant fenfolk of Thestwick, ancient Bulgreck is in fact a freshwater bog troll who spends most of his days bathing in his lair or hunting eels in the fen. He has no interest in eating humans or smashing up infrastructure, but he *will* do whatever it takes to protect his home.

FRESHWATER BOG TROLL

Large giant, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	21 (+5)	7 (-2)	8 (-1)	9 (-1)

Skills Perception +2

Damage Resistances acid

Senses darkvision 60 ft., passive Perception 12

Languages Giant

Challenge 5 (1,800 XP)

Acid Affinity. Whenever the troll would take acid damage, it regains the same amount of hit points instead.

Bogbound. The troll can breathe air and water, but it needs to be submerged at least once each turn to avoid suffocating. While suffocating, its regeneration doesn't function, but the troll has resistance to bludgeoning, piercing, and slashing damage. Further, it can use the Dash action as a bonus action on each of its turns.

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Putrid Stench. The troll constantly emits a strong stench of musty mud, rotting algae and dead fish. Any creature that starts its turn within 10 feet of the troll must succeed on a DC 12 Constitution saving throw or have disadvantage on attack rolls and ability checks for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

A target that successfully saves is immune to the troll's stench for the next 24 hours.

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The troll makes three attacks: one with its bite, one with its claw and one with its fishing spear.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Fishing Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 15 ft. or range 30/120 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage. If the spear was thrown, the target is restrained. Otherwise it is grappled (escape DC 15). A restrained target can use its action to escape by succeeding on a DC 12 Strength saving throw.