TROLL, Ice

Large Giant (Cold)
Hit Dice: 2d8+6 (15 hp)
Initiative: +1 (Dex)
Speed: 30 ft
AC: 12 (-1 size, +1 Dex, +2 natural)
Attacks: 2 claws +4 melee
Damage: Claw 1d6+4
Face/Reach: 5 ft by 5 ft/10 ft
Special Attacks: Rend 2d6+6
Special Qualities: Cold subtype, damage reduction 10/+1, limited regeneration 5, vulnerability to slashing weapons, darkvision 90 ft
Saves: Fort +6, Ref +1, Will +0
Abilities: Str 19, Dex 12, Con 16, Int 9, Wis 10, Cha 6
Skills: Listen +5, Spot +5
Feats: Alertness

Climate/Terrain: Any cold land
Organization: Band (3-6)
Challenge Rating: 2
Treasure: Standard
Alignment: Always chaotic evil
Advancement: By character class

Ice trolls are more intelligent, more cunning, and more evil relatives of the normal troll. An ice troll stands about 8 feet tall and weighs 450 pounds. Its skin is semitransparent and very cold to the touch.

Because an ice troll requires water to regenerate, it will very rarely be encountered away from such a source. Most ice troll lairs are located near such a source or will have a manmade wading pool nearby.

Ice troll blood is frequently used in the manufacture of icy burst weapons, and rings of elemental resistance: cold (minor).

Ice trolls speak Giant.

COMBAT

Ice trolls are slightly smarter than their troll cousins and will not attack blindly, especially if the odds are stacked against them. They will attempt to pick off weaker opponents one by one.

A favored tactic of an ice troll is to lay a net across the bottom of its wading pool hoping to ensnare any creature foolish enough to journey therein.

Rend (Ex): If an ice troll hits with both claw attacks, it latches onto the opponent’s body and tears the flesh. This attack automatically deals an additional 2d6+6 points of damage.

Cold Subtype: Cold immunity; double damage from fire except on a successful save.

Limited Regeneration (Su): Fire and acid deal normal damage to an ice troll.

If an ice troll loses a limb or body part, the lost portion regenerates in 3d6 minutes as long as the ice troll is in contact with water or ice. The ice troll can reattach the severed member instantly by holding it to the stump as long as the severed member has been immersed in water.

A severed limb can move up to 30 feet in one round and will always move toward the closest source of water.

Vulnerability to Slashing Weapons (Ex): Because of the thin brittle
nature of the ice troll, it is possible to sever one of the creature’s limbs with a slashing weapon. On a critical hit with a slashing weapon, the troll must succeed at a Fortitude save (DC 10+damage taken) or lose a limb.

Roll 1d6 to determine the limb lost (1-4 arm, 5-6 leg). An ice troll with a severed leg falls to the ground and can only move by crawling (at half speed). Opponents gain a +4 to attack rolls and the ice troll cannot attack in the same round it moves.

The Ice Troll first appeared in the 1e FF (1981).