SPECTRAL TROLL

Spectral trolls, taking material form only in darkness, are tormented by the memory of life. They try to slay all living creatures they encounter. Resembling normal trolls in all respects except color, their jet-black skin and hair make them easily distinguishable from other trolls.

Creating a Spectral Troll

“Spectral troll” is a template that can be added to any troll (hereafter referred to as the “base creature”). The troll’s type changes to “undead (incorporeal).” It uses all the base creature’s statistics and special abilities except as noted here.

Hit Dice: Increase to d12.

Speed: Spectral trolls have a fly speed of 30 feet with perfect maneuverability.

AC: Natural armor is the same as the base creature but applies only to ethereal encounters. When the spectral troll manifests (see below), its natural armor value is +0, but it gains a deflection bonus equal to its Charisma modifier or +1, whichever is greater.

Attacks: The spectral troll retains all the attacks of the base creature although those relying on physical contact do not affect non-ethereal creatures.

Damage: Against ethereal creatures, a spectral troll uses the base creature’s damage ratings. Against non-ethereal creatures, the spectral troll usually cannot deal physical damage at all but can use its special attacks, if any, when it manifests.

Special Attacks: The spectral troll retains all the special attacks of the base creature, although those relying on physical contact do not affect non-ethereal creatures. Spectral trolls also gain the following abilities from the Ghost template: manifestation and corrupting touch. The corrupting touch applies to its claw and bite attacks.

Special Qualities: A spectral troll has all the special abilities of the base creature, except regeneration, and rejuvenation and turn resistance from the Ghost template. It also gains the undead and incorporeal subtype plus the abilities listed below.

Vanish (Su): Spectral trolls vanish in direct sunlight. They do not take damage from sunlight, they merely fade from view and reappear at the same spot at nightfall.

Create Spawn (Su): Any humanoid killed by a spectral troll will rise 1d3 days later as a free-willed specter unless a cleric of the victim’s religion casts bless on the body and performs a proper burial.

Saves: Same as the base creature.

Abilities: Same as the base creature except that the spectral troll has no Constitution score, and its Charisma score increases by +4.

Skills: Spectral trolls receive a +8 racial bonus to Hide, Listen, Search, and Spot checks. Otherwise, same as the base creature.

Feats: Same as the base creature.

Climate/Terrain: Any land and underground.

Organization: Same as base creature.

Challenge Rating: Same as base creature +2

Treasure: Same as base creature.

Alignment: Same as base creature.

Advancement: Same as base creature.
SAMPLE SPECTRAL TROLL
This example uses a standard troll as the base creature.

TROLL, Spectral

Large Undead (Incorporeal)
Hit Dice: 6d12 (39 hp)
Initiative: +2
Speed: Fly 30 ft (perfect)
AC: 12 [18] (-1 size, +2 Dex, +1 deflection bonus, [+7 natural vs. ethereal opponents])
Attacks: 2 claws +5 melee, bite +4 melee [+9 melee, bite +4 melee vs. ethereal opponents]
Damage: Touch 1d4 [1d4+6 vs. ethereal opponents]
Face/Reach: 5 ft by 5 ft/10 ft
Special Attacks: Manifestation, corrupting touch
Special Qualities: Rejuvenation, vanish, create spawn, incorporeal, undead
Saves: Fort +5, Ref +4, Will +3
Abilities: Str [23], Dex 14, Con —, Int 6, Wis 9, Cha 6
Skills: Listen +5, Spot +5
Feats: Alertness, Iron Will

Climate/Terrain: Any land and underground
Organization: Solitary or gang (2-4)
Challenge Rating: 7
Treasure: Standard
Alignment: Always chaotic evil
Advancement: By character class