

Thruk, Troll Experiment #274

Description

Wearing well crafted armor and wielding twin fullswords, Thruk is an intimidating sight to behold on the battlefield.

When bloodied – Overcome with rage and bloodlust, Thruks higher intelligence fails. His mutation taking full hold of him, he becomes engulfed in flame. The heat from this blaze burns off the hair from your limbs. Surely even Thruk cannot contain this flame for long.

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Level 14 Elite Soldier (XP 2000)
Large natural Humanoid

HP 288; Bloodied 144

Initiative +8 Perception +12,

Perception +18

AC 32, Fortitude 29, Reflex 26, Will 26

Speed 7

Immune Fire

Saving Throws +2

Action Point 1

TRAITS

Irreversible Rapid Oxidation • Aura 2

While Thruk is bloodied, enemies that enter or start their turns in the aura take 15 fire damage and have a -2 penalty to attack rolls against Thruk.

Troll Regeneration

Thruk regains 10 hit points whenever it starts it's turn and is not bloodied. When Thruk takes cold or acid damage, this regeneration does not function on it's next turn.

Conflagrative Hematic Symbiosis

Whenever Thruk takes fire damage, it regains 10 hit points and it's next attack deal an extra 1d10 fire damage.

STANDARD ACTIONS

⊕ Enormous Fullsword (Weapon) • At Will

Attack: Melee 2 (One creature); +21 vs. AC

Hit: 2d12 + 12 damage and Thruk makes a secondary attack against the target.

Critical: Extra 2d12 damage,

Secondary Attack: +15 vs. Fortitude

Hit: The target is pushed 2 squares and knocked prone.

Blade Helix • At Will

Thruk makes two Enormous Fullsword attacks,

Tactical Retreat • Encounter

Effect: Thruk shifts up to three squares and makes the following attack against a creature within it's reach.

Attack: Melee 2 (One creature); +22 vs. AC

Hit: 1d12 + 8 damage and the target falls prone and cannot stand up (save ends).

MOVE ACTIONS

Superior Tactical Stance • Recharge ☼ ☼

Effect: Thruk gains threatening reach until the start of it's next turn,

(It can make opportunity attacks against all enemies within 2 squares of him with his Fullsword.)

TRIGGERED ACTIONS

Final Paroxysm • Encounter

Trigger: Thruk is reduced to 0 hit points.

Attack (No Action): Close burst 3 (Creatures in burst) +23 vs Reflex

Hit: 4d10 fire damage and the target is pushed back three squares and takes ongoing 10 fire (save ends).

Str 23 (+12) **Dex** 18 (+10) **Wis** 19 (+10)

Con 20 (+10) **Int** 18 (+10) **Cha** 8 (+5)

Alignment Unaligned

Languages Common, Giant

Tactics

Thruk is very wise, choosing to attack those he is likely to hit or are dealing him large amounts of damage. He will always try to shift away when surrounded. If he has defensible position, he will use Superior Tactical Stance to keep potential attackers away.