

Species, Breed: Troll, Marsh

Type: Not applicable.

Class: Monster.

Align: Evil.

Gender: %Roll: 01-50 = Female, 51-00 = Male

Level: 1-D30 +1

Number encountered: 1-D4

Experience points: 90 x level.

Characteristics:

Awareness: 24

Charisma: 5

Constitution: 40

Coordination: 35

Dexterity: 35

Intelligence: 10

Mental-strength: 23

Strength: 40

Wisdom: 9

Movement:

Flying: Can't.

Grounded: 15

Swimming: 15

Luck: 35

Oxygen-points: 69

Blood-points: 120

Attack descriptions:

Bite: 1

Damage: 1-D12 x4

Range: 1 space (5')

Attack type: Blunt.

and:

Claws: 2

1-D12 x7

Range: 2 spaces (10')

Attack type: Blunt.

Defense: 35

Offense: 35

Damage-Points: Roll 2-D20 +4 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 35+ to have 1-D100

Bronze: 40+ to have 3-D20

Silver: 45+ to have 2-D20

Electrum: 50+ to have 1-D20

White-gold: 55+ to have 1-D12

Yellow-gold: 65+ to have 1-D10

Black-gold: 75+ to have 1-D8

Treasure item(s):

Common: None

UnCommon: 44+ to have 1-D4

Rare: 94+ to have 1

Legendary: 99+ to have 1

Description:

Annihilation Strike?: Yes.

Description: This creature appears to be a tall humanoid with webbed hands and feet. At the end of its 5 fingers are 6" razor-like claws.

Eye color: Yellow.

Eye shape: Large and slanted.

Hair color: None.

Hair texture: None.

Height: 7'-0"

Skin color: Green.

Skin texture: Leathery (slimy when wet).

Posture: Biped (like an animal with two feet).

Weight: 300 lbs.

Dislikes: Fire and lightning.

Disposition: This creature is a killer. It will watch its prey in secret until it decides if it is an easy meal. If it cannot decide, it will leave it alone. If it decides that a creature will be an easy meal, it will confront and attack it. It does like the element of surprise from the water.

Fears: Fire and lightning (this creature will have a 60% chance to flee to its lair for safety when it hears thunder).

Habitat: Marshlands. This creature is very rarely encountered in other regions.

Immunities: Charms do not work on this creature (natural charm effects may effect this creature in the manner of a truce, or alliance, but usually nothing more).

Life-span: 100 years. Once a Marsh Troll dies of old age (natural causes) the body will decay for three days. After the third day it will emerge from its own carcase and eat it for nourishment.

Likes: Fish. It is especially fond of fresh fish, though it usually cannot obtain such food. For the Marsh Troll is extremely impatient. It is also partial to alligator and crocodile meat.

Needs: Water. The Marsh Troll is like the frog in that it must wet its skin every now and then or it will become hardened and will itch terribly. Prolonged absence from moisture will cause pain eventually, inflicting 1-D4 damage to all areas of its body per 24 hours.

Note: None.

Special Abilities: Night-Vision: As the Psychic's spell

Special Defenses: Resistances: This creature has the following resistances:

Disease: 90%

Sickness: 90%

Special Offenses: None.

Susceptibilities: Fire: Fire will cause x2 damage. The sun will inflict 50% blindness (-30 on offense and defense).

Weapon susceptibility: Rank-0 (or better) weapon to harm.