

Species, Breed: Troll, Mountain

Type: Not applicable.

Class: Fiend.

Align: Evil.

Gender: Not applicable.

Level: 1-D30 +1

Number encountered: 1-D4

Experience points: 100 x level.

Characteristics:

Awareness: 26

Charisma: 10

Constitution: 40

Coordination: 20

Dexterity: 30

Intelligence: 9

Mental-strength: 27

Strength: 40

Wisdom: 7

Movement:

Flying: Can't.

Grounded: 16

Swimming: Can't.

Luck: 0

Oxygen-points: 81

Blood-points: 120

Attack descriptions:

Bite: 1

Damage: 1-D12 x5

Range: 1 space (5')

Attack type: Blunt.

and:

Fists: 2

1-D12 x4

Range: 2 spaces (10')

Attack type: Blunt.

or:

Stone Club of The Troll: 1

Damage: 1-D12 x7

Range: 3 spaces (15')

Attack type: Blunt

Defense: 20

Offense: 30

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

Treasure: %Roll needed to have money and treasure:

Copper: 30+ to have 2-D100

Bronze: 35+ to have 1-D100

Silver: 40+ to have 4-D20

Electrum: 45+ to have 3-D20

White-gold: 50+ to have 1-D20

Yellow-gold: 60+ to have 1-D12

Black-gold: 70+ to have 1-D10

Treasure item(s):

Common: None

UnCommon: 39+ to have 1-D6

Rare: 89+ to have 1

Legendary: 99+ to have 1

Description:

Annihilation Strike?: Yes.

Description: This creature appears to be a large, gnarled, humanoid of large size.

Eye color: Dark-green.

Eye shape: Large and slanted.

Hair color: Black

Hair texture: Course and long.

Height: 10'-0"

Skin color: Dark-brown.

Skin texture: Rough (like hardened leather)

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

Weight: 700 lbs.



Dislikes: Sunlight. This creature will never be encountered in the daytime, for sunshine turns it to stone.

This creature is not afraid of water (it's not smart enough to be), but it knows it cannot swim.

Disposition: The Troll is a hunter. It loves any type of meat, but especially mutton. Trolls hide from the sun during the daylight hours, coming out at night to hunt. If they cannot find mutton, a horse or cow, a pig or a few goats will do. Trolls know that farms are the best place to find such delicacies.

Fears: Sunlight. Sunlight will turn this creature to stone in 1-D4 turns.

Habitat: Mountains (it will have a well concealed cave nearby that it instinctively keeps a dire secret). This creature will often times inhabit deep dungeons and labyrinths.

Immunities: Consciousness, Disease, Fall (can fall down, but falls do no harm), Fear, Magic (excluding earthen based magic), Mental-attack, Pain, Paralysis, Petrification, Poison, Shock, Sickness, Spiritual-attack, Stun.

Life-span: Immortal.

Likes: Mutton and ale (especially dark ale).

Needs: Unknown.

Note: The Stone Club is valued by Animationists and Summoners. Animationists can use the entire club, or fragments to animate certain stone creatures. Summoners can use only the entire club (in one piece) to summon forth an earthen creature.

Special Abilities: Languages: This creature can speak a very primitive form of Human, using short sentences and short words.

Night-Vision: As the Psychic's spell

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

Blunt attacks: 90%

If a blunt attack effects this creature, all damages will be at $\frac{1}{2}$ (rounded down).

Special Offenses: None.

Susceptibilities: Sunlight: Turns this creature to stone in 1-D4+1 turns (5 to 25 seconds, in which time it will break into a rage gaining the following adjustments: +10 to strike, -10 to defend, +3 movement).

Weapon susceptibility: Rank-1 (or better) magical weapon to harm.