

Species, Breed: Troll, Rock

Type: Not applicable.

Class: Fiend.

Align: Evil.

Gender: Not applicable.

Level: 1-D30 +1

Number encountered: 1-D4

Experience points: 110 x level.

Characteristics:

Awareness: 35

Charisma: 11

Constitution: 56

Coordination: 35

Dexterity: 35

Intelligence: 11

Mental-strength: 40

Strength: 80

Wisdom: 9

Movement:

Flying: Can't.

Grounded: 14

Swimming: Can't.

Luck: 100 (luck regenerates at 1 point per turn).

Oxygen-points: 120

Blood-points: 168

Attack descriptions:

Fists: 2 (this type of attack will not be attempted unless this creature does not have a Stone Troll Blade).

1-D12 x7

Range: 2 spaces (10')

Attack type: Blunt.

or:

Stone Troll Blade: 2

Damage: 1-D12 x10

Range: 3 spaces (15')

Attack type: Sharp

This stone blade is considered an enchanted weapon when wielded by the Rock Troll. It is formed of rock at the Rock Troll's bidding. It takes 1 turn (5 seconds) to create it.

Defense: 35

Offense: 35

Damage-Points: Roll 4-D20 +12 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 10+ to have 1-D100 x7

Bronze: 15+ to have 1-D100 x6

Silver: 20+ to have 1-D100 x5

Electrum: 25+ to have 1-D100 x4

White-gold: 30+ to have 1-D100 x3

Yellow-gold: 35+ to have 1-D100 x2

Black-gold: 40+ to have 1-D100

Treasure item(s):

Common: None

UnCommon: 21+ to have 1-D6

Rare: 31+ to have 1-D4

Legendary: 61+ to have 1

Note:

Each creature may have treasure. Check for treasure and money on each creature encountered.

The Rock Troll will have a chance of possessing extra treasure (other than the items rolled for in the above chart):

35% chance of having 1-D4 x3 random Gems.

Description:

Annihilation Strike?: Yes.

Description: This creature appears to be a large, gnarled, humanoid of large size, similar to that of a Mountain Troll, yet larger and solid gray (like stone).

Eye color: Stone-gray.

Eye shape: Large and slanted.

Hair color: None.

Height: 11'-0"

Skin color: Dark-gray.

Skin texture: Rough (like hardened leather)

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

Weight: 1,300 lbs.

Dislikes: Sunlight. This creature will never be encountered in the daytime, for sunlight 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. See: "Susceptibilities".

Habitat: Cliffs (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, Death, Disease, Fall (can fall down, but falls do no harm), Fear, Magic (excluding earthen based magic, for only earth-based magic can effect this creature), Mental-attack, Pain, Paralysis, Petrification, Poison, Shock, Sickness, Spiritual-attack, Stun, Sudden-Death.

Life-span: Immortal.

Likes: Mutton and ale (especially dark ale). This creature hoards treasure, taking pride in a large collection. The troll with the largest collection will always be the leader, thus each Rock Troll competes to get the most possible treasure it can.

Needs: Unknown.

Note: This creature is a close relative to the Mountain Troll, though it is twice as durable. It is not made of rock, but is flesh and blood, just as the Mountain Troll (though sunlight turns these creatures to stone also).

The Stone Blade is valued by Animationists and Summoners. Animationist can use the entire blade, or fragments to animate certain stone creatures. Summoners can use only the entire blade (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:	Blunt attacks only cause $\frac{1}{2}$ damage (rounded down).
Fire:	Fire attacks only cause $\frac{1}{2}$ damage (rounded down).

Special Offenses: Thunder-Strike: A Maximum-Strike (+30 above defender's roll) will cause a Thunder-Strike. This ability will stun all non-rock trolls within 6 spaces (30') unless an avoidance-roll vs. "Stun" successful. This ability will even effect non-living creatures.
Effect: All slowed to ½ normal movement and -30 to Defense and Offense rolls.
Duration: 1-D4 turns.

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

Weapon susceptibility: Rank-9 (or better) magical weapon to harm.