

# Gargoyle, Greater

Alignment: Evil

Nature: I inhabit crumbling churches and places long abandoned

Type: Magical Humanoid, Magical Flyer, Monster

One in six gargoyles the group will meet will be a greater gargoyle. This is just a rule of thumb. Very old ruins or areas of great evil may have a greater proportion of greater gargoyles present. Shattered grave markers are a sure sign that gargoyles may be present since they are hatched from the tombstones themselves in places of great evil.

The gargoyle is a beast of demonic visage that is hatched from the stone found in long abandoned temples and places of great evil. Because of the gargoyle's birth, the creature is part stone, making it very tough to damage. Some sages consider it a construct, however, the creature draws breath, eats and it shows great cleverness in its actions.

The gargoyle is able to fly. Its ability to fly is granted through magical means as opposed to its wings. The gargoyle's wings beat very slowly (to slowly to keep it in the air). In addition to this, it is able to hover and is quite able to fight while doing so. Regardless of how fast or slow it flies, its wings move in the same speed.

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## Gargoyle, Greater

Threat: 4  
WR: 3d6+5  
TKA: 2d8  
Wounds: 50+2d12

Soul Points: 0  
Power: 40  
React: 18-5  
Resolve: 18+0  
Luck: 0  
Spell Resis: 18+10  
Relative Size: 8

Walking: 3  
Charging: 9  
Running: 15  
Broad Jump: -  
Flying: 35  
Free Weight: -

	<b>Claw (*2)</b>	<b>Total</b>	<b>Bite</b>	<b>Total</b>
Skill	18+5		18+10	
Defense Adj.	n/a		n/a	
Attack Rank	24 / 2d12		24/2d12	
Damage	1d10	2d8+1d10	2d8	4d8

**Armor: None**

**APV: 0**

**WR: 3d6+5**

**TPV: 3d6+5**

Awareness: 18+10  
Sixth Sense: 16

(Greater Gargoyle)

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As a rule of thumb, 1 in 6 gargolyes is a greater gargoyle. Gargolyes are normally found in large graveyards although it is possible to have one show up in any sized ruin or burial ground.

### See in the Dark

The gargolye can see in the dark as if it were full daylight. The gargolye is not hurt by sunlight but will tend to avoid it, hiding in shadowy crypts until nightfall. After it is dark, it will tend to roam a graveyard looking for prey.

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	14	11	14	6	12	12	18	11
2	18	8	18	24	13	20	12	15
3	15	6	7	7	10	6	15	10
4	9	12	2	9	8	11	9	2
5	15	19	20	16	10	7	17	16
6	4	7	16	10	19	5	5	8

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	62	66	64	60	63	65	60	68
2	68	61	59	62	56	61	65	61
3	62	64	62	71	66	60	59	65
4	58	60	64	63	61	63	63	59
5	53	57	59	69	60	61	64	62
6	57	61	64	66	70	70	67	65

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# Harpy

Alignment: Evil  
 Nature: They enjoy inflicting pain and suffering  
 Type: Magical Humanoid, Flyer, Monster

Harpies are large birds with the heads of women and arms that end in eagle's talons. They are wicked in nature and love seeing pain and suffering. They are meat eaters and will often hunt with a group of monsters so that they may enjoy the sweet succulent flesh of those they kill (character flesh tastes much better than monster flesh to them).

Each harpy is born with control over one of the four elements (earth, air, fire or water) and/or with command of the dark. When a harpy is born it is given a name that corresponds to the powers it will eventually inherit. To give an example, a harpies name might be Stormwind, Thunder or Dark. Stormwind would have control over the wind and would have several spells associated with wind. Thunder would have the power to summon lightning and dark would have command of darkness, being able to summon the dark or being able to blind those she fights.

When you include a harpy in your campaign, you should think of a name for it and develop 4 or 5 spells that would go along with that name. One of the spells will always be based on the harpy's name. These spells always work for the harpy and cannot be interrupted. If you do not wish to do that, you can use one of the pre-generated harpies. This harpies name is Darkwind.

## The Harpy Darkwind

As the name implies Darkwind has command over the dark and over wind, a very deadly combination. Darkwind has the following spell she can cast at will. All have a casting time of 24/2d12.

## Radiate Dark

When used, Darkwind will actually radiate darkness out to a range of 50 feet. Although Darkwind is able to see within the darkness she creates, it blocks all other forms of vision except for bush sight, dark sight and all sight.

## Wind Stun

A great wind centers on Darkwind and blow outward to a distance of 20 feet. The wind does 2d10 damage to all within 20 feet. All struck by the wind must make a Focus skill check or be stunned for the remainder of the combat round plus the next full combat round. When the character makes the Focus skill check they should add in the actual damage done by the wind blast (i.e., if they take five points of damage then the Focus stat check is made at +5 to the dice roll).

## Wind Mace

Darkwind causes a wind to slam into a single opponent. The wind acts like a mace like object. The damage from the wind is 3d6. The target of the attack should make a Focus skill check or be stunned for the remainder of the combat round.

## Wind Armor

This spell causes a barrier of air to form around the harpy. The barrier absorbs weapon damage much like normal armor does. The protection offered by the spell is 3d6 APV.

## The Spell Darkwind

Darkwind musters up the forces of wind and dark and casts them at the character standing to her front. The character is hit in the face by this blast of wind. The character must make a react and a spell resistance stat check. If the spell resistance stat check is failed, the character's is blind for 4d6 combat hours (looking into the characters eyes, you would see that they have turned black). If the character fails his React stat check, the wind picks him up and throws him back 20+2d20 feet (half the distance for each 1 point of RS rating over 2). A character thrown more than 20 feet back suffers the affects of a 20 foot fall unless there is something soft to land on.

## Harpy, Darkwind

Threat: 4  
 WR: 1d4  
 TKA: 1d8  
 Wounds: 30+2d12

Soul Points: 0  
 Power: 20  
 React: 16  
 Resolve: 14

Luck: 0  
 Spell Resis: 16  
 Relative Size: 1.25

Walking: 3  
 Charging: 9  
 Running: 15  
 Broad Jump: -  
 Flying: 40  
 Free Weight: -

	<b>Talon (*2)</b>	<b>Total</b>
Skill	18+20	
Defense Adj.	n/a	
Attack Rank	24 / 2d12	
Damage	1d8	2d8

**Armor: None**  
**APV: 0**  
**WR: 1d4**  
**TPV: 1d4**

**Awareness 12**  
**Bush Craft 18+10**

(Harpy, Darkwind)  
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Harpies will often hunt with a group of monsters. Harpies are very smart (even if cruel and sadistic) and know that even though they are formidable in their own right, they are not as formidable as when backed up by a large group of monsters.

Darkwind has five spells that she can cast in combat. These spells are unique to her. The spells are:

Radiate Dark  
 Wind Stun  
 Wind Mace  
 Wind Armor  
 Darkwind

Refer to the back of this sheet for the specific affects of these spells.

### Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	13	18	7	16	16	13	13	15
2	21	8	12	18	12	15	8	12
3	10	10	13	17	9	11	6	16
4	14	7	9	8	7	12	13	8
5	8	13	6	19	8	14	14	24
6	18	15	10	5	6	10	18	5

### Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	47	49	48	38	52	34	42	38
2	43	38	45	48	37	45	40	40
3	43	46	38	45	40	51	34	50
4	40	36	35	41	39	42	35	52
5	50	46	47	37	46	38	37	41
6	40	45	36	52	39	39	48	44

# Hobgoblin

Alignment: Evil

Nature: Nasty, spiteful and believe that there is safety in numbers

Type: Humanoid, Monster

Hobgoblins fall between normal goblins and orcs. They grow smaller than orcs but although they are larger than goblins, they are very spindly and sickly looking. Hobgoblins always live in caves and dungeons and unlike goblins and orcs, never come out into the world unless it is in the dead of night.

Hobgoblins are able to see well at night, at least as well as a Calt. In addition, they have the Dwarf's Dark sight ability. They send out raiding parties that hunt for food and targets of opportunities. If they should find a human camp and have at least 3 to 1 odds on those within, they will always attack.

If they can capture non-combatants they will. These are taken back to the lairs and made into slaves, sacrificed or eaten, at the leaders discretion. They say that some, a very few select souls are actually turned into hobgoblins themselves. These individuals become the nastiest of the lot, often leading the hobgoblins

back to their homes on raids to capture additional family members.

## Numbers

A hobgoblin raiding party will contain the following numbers:

Small sized: 2d4

Average sized: 3d8

Large sized: 4d8

## Armor and Weapons

Hobgoblins are not particularly liked by orcs or goblins although they have been known to work together. Since Hobgoblins always live in caves and dungeons they often have access to treasures that are coveted by the orcs and goblins. In addition, some of the Hobgoblin tribes will employ slaves to work the mines. This gives the creatures some leverage and allows some tribes to trade these commodities for weapons and armor. Hobgoblins themselves never have direct contact with human merchants. Every merchant that has arranged to meet with them has been dragged screaming into the darkness.

# Hobgoblin

Threat: 0  
WR: 1d2  
TKA: 1d4  
Wounds: 15+2d4

Soul Points: 0  
Power: 16  
React: 5  
Resolve: 8

Luck: 0  
Spell Resis: 9  
Relative Size: 0.8

Walking: 3  
Charging: 9  
Running: 15  
Broad Jump: -  
Flying: -  
Free Weight: -

	Long Sword	Shield	Total	Long Sword	Total
Skill	12	10		12	
Defense Adj.	6 (12/6=2)	4 (10/4=2)	4	6 (12/6=2)	2
Attack Rank	14/1d8+1d6	24/2d12		14/1d8+1d6	
Damage	1d12		1d4+1d12	1d12	1d4+1d12

**Armor: Leather**  
**APV: 1d2+1**  
**WR: 1d2**  
**TPV: 2d2+1**

**Concealment: 18+30**  
**Move Un-Noticed: 18+25**  
**Tracking: 15**

(Hobgoblins)  
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### Shun Light

Hobgoblins hate light. Normal campfire or torchlight will not drive them off. Even normal light spells will not drive them away. However, when in the presence of a Normal Light spell they will suffer +3 on their to-hit dice rolls.

If a group of hobgoblins is hit by Sunlight, they must make an immediate Resolve check or run away. If they do not run, then all within the sunlight must add +6 to all of their to-hit dice rolls.

### Cowards

If the Hobgoblins suffer more than 25% casualties, they must make a Resolve stat check or run away. If they suffer more than half casualties, they will automatically run for their lives.

	Pre - Rolled Attack Rank (14)						(24)		Pre - Rolled Wounds								
	1	2	3	4	5	6	7	8	1	2	3	4	5	6	7	8	
1	11	6	9	15	11	7	15	16	1	20	21	20	22	18	22	20	19
2	4	8	8	7	5	9	8	12	2	19	20	21	17	20	18	21	20
3	7	3	10	8	16	7	16	10	3	21	17	22	20	22	20	20	17
4	10	7	3	12	9	8	12	9	4	21	19	20	21	20	22	23	23
5	8	5	2	6	6	5	7	15	5	18	22	21	22	22	20	18	19
6	10	7	15	10	13	8	9	3	6	18	17	22	22	21	20	19	17

# Hunter, The

Alignment: Unknown  
 Nature: A complete mystery  
 Type: Magical Animal (assumed), Humanoid (assumed)

The Hunter is only ever seen with a pack of savage hounds. The form most people see when they see The Hunter is that of a great White Deer. This is the form the hunter takes, when traveling with the pack. You will see The Hunter bound from a forest or woods, a pack of Savage Hounds, barking and baying, no more than a dozen feet behind. To see the Hunter in this way is a good omen.

It is assumed that the hunter can also take the shape of a man or woman, but no one knows for sure. No one has ever lived that has seen The Hunter in any form other than the Great White Deer.

No one knows where this information comes from, but it is common knowledge that the hunter aids and controls a pack of Savage Hounds. The hunter will command the pack to attack and will then stay back, out of sight, using a great bow to aid the hounds and to kill any the Hounds are unable to reach.

## Movement and Vision

The Hunter moves like the wind through a forest or bush. In fact the hunter is able to step into any tree and exit any tree in the world. There is no limit to this ability. In addition, the Hunter may see through the eyes and hear through the ears of any Savage Hound in the world. Even without the pack, the hunter is able to see at night, as if it were the day. The hunter commands the pack and is able to send thoughts and directives to the Pack.

## When the Hunter Attacks

The hunter will seldom fire more than one arrow in any given combat round. As soon as the arrow is fired, the hunter will step into a tree and teleport to another side of the group, to fire another arrow on the following round. This will often make a group believe that they face more than one opponent with a bow.

If there is a hunter leading a Pack of Savage Hounds, then the hounds will always attack at first

light 1d3+1 days after catching up with the group (Savage Hounds alone will normally attack a group in the middle of the night).

## The Hunter's Bow

The Hunter carries a great Magical Long Bow. The bow will fire an arrow to double a long bows normal range figure (this bows affective range is 40). The bow carries with it a damage bonus of +2d8. As is normal for the damage bonus on a bow, the bonus only applies to non-magical arrows or to arrows that carry a straight damage bonus themselves (i.e., it would not increase the damage bonus done by a Splinter arrow).

## Magic Arrows for the Hunter's Bow

The Hunter carries a variety of magic arrows when hunting. These arrows include:

- 1d4 Multi Shot Arrows
- 1d4 Paralyze Arrows
- 1d2 Arrows: Splinters
- 2d6 arrows with +8 damage bonus
- 40+ non magical arrows

The hunter will use the arrows that paralyze against flying opponents.

## Surviving the Hunter

The only way to drive off the hunter is to kill the Pack of Savage Hounds. If the pack is killed, the hunter will leave immediately to find a new pack. If the hunter leads at least a pack of at 8 nimals, then he or she will return on the following night and leave his or her bow for the group. The bow can only be used by the first character to pick it up. To all others, its magic is denied.

Generally, the group should only ever encounter the hunter once, but this is not a hard fast rule.

## Seeing the Hunter

The group should not catch physical sight of the Hunter, and should therefore never know if it is a man or woman or even if it is human. Even if a group member does nothing but try to see the shooter, all they will catch is movements off in the bush, details will be lost (you can maintain the mystery for a more than a few encounters if you wish.

## Savage Hounds

See the stat sheet on Savage Hounds for more information on the Hounds.

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## Hunter, the

Threat: 6  
 WR: 1d4  
 TKA: 1d6  
 Wounds: 70+2d10

Soul Points: 80  
 Power: 20  
 React: 18+20  
 Resolve: 18+60

Luck: 7  
 Spell Resis: 18+15  
 Relative Size: 1.2

Walking: 3 (5)\*  
 Charging: 9 (15)\*  
 Running: 15 (25)\*  
 Broad Jump: 3d6 (4d8)\*  
 Flying: -  
 Free Weight: -

\* Movement rates while in Deer form.

Skill	Long Bow	Total
	18 + 75	
Defense Adj.	n/a	
Attack Rank	8 / 2d4	
Damage	1d6+1d8	1d6+1d8+ Special*

## (The Hunter)

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Armor: **Leather Armor**  
 APV: **1d2+1+1d6+3**  
 WR: **1d4**  
 TPV: **1d2+1d4+1d6+3**

Awareness: **18+70**  
 Bush Craft: **18+125**  
 Combat: **18+50**  
 Concealment: **18+150**  
 Mountain Craft: **18+125**  
 Sixth Sense: **18+75**  
 Tracking: **18+100**

\* See the back of this stat sheet for the types of arrows carried by The Hunter. Damage if using the +8 arrows is 1d6+3d8+8. Damage using non-magical arrows is 1d6+3d8.

## Arrow Combat Options

### Point Shot

Use any dice between a d4 and a d12. Roll the dice twice. Low roll equals synergy cost. High roll equals the d20 chance to hit the target.

### Fast Target (flyer)

Use any dice between a d4 and a d20. Roll the dice twice. Low roll equals synergy cost. High roll equals chance on a d20 to hit a fast target.

## Long Bow Combat Options

### Extra Shots (will not generally be used)

Each extra shot in a single combat rounds costs 1d8 synergy bonus. You can only make extra shots if they take place on combat instant 24 or less

## Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	5	5	6	4	5	6	4	7
2	6	6	5	6	4	2	5	3
3	5	5	6	5	3	5	4	6
4	8	7	5	5	6	8	4	6
5	4	7	6	3	5	8	3	3
6	5	4	3	3	5	4	5	8

## Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	78	85	83	74	84	76	81	83
2	88	80	84	77	80	89	87	85
3	85	79	80	88	78	77	81	83
4	77	79	78	79	80	88	84	81
5	80	77	82	76	85	79	81	84
6	86	75	82	79	76	78	77	76

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# Manbeast

Alignment: Evil  
 Nature: I hunt the human  
 Type: Real World Animal.

The manbeast is another of Darkheim's children. They have the look of a human but the head that looks much more like a wolf or other such beast.

Most menbeasts wield long swords and shields. About 1 in 5 prefers larger weapons such as a great 2 handed axe.

## Manbeast

Threat: 2  
 WR: 1d4  
 TKA: 1d8  
 Wounds: 25+2d8  
 Soul Points: 0  
 Power: 25  
 React: 15  
 Resolve: 12  
 Luck: 0  
 Spell Resis: 7  
 Relative Size: 1.25

	Long Sword	L.Shield	Total	Great Axe (lin5)	Total
Skill	18 + 0	18 + 0		18 + 0	
Defense Adj.	6 (18/6=3)	3 (18/3=6)	9	n/a	
Attack Rank	14 / 1d8+1d6	24/2d12		12/2d6	
Damage	1d12		1d12+1d8	2d8	3d8

**Armor:** Scale  
**APV:** 1d6+3  
**WR:** 1d4  
**TPV:** 1d4+1d6+3

A group can expect to encounter the following numbers:

Small Party: 1d4  
 Average Party: 2d6  
 Large Party: 3d8

Skill Levels &	Number in Party		
	2+	7+	13+
<b>Awareness:</b>	12	15	18+0
<b>Bush Craft:</b>	18+5	18+15	18+25
<b>Combat:</b>	10	15	18+0
<b>Sixth Sense:</b>	12	15	18+0
<b>Tracking:</b>	18+10	18+20	18+30

If the party consists of 7 or more manbeasts, then only one will have the higher skill set. For example, if you have 9 in the group, one would have the skills of the 7+ category and the rest would be from the 2+ column.

Walking: 3  
 Charging: 9  
 Running: 15  
 Broad Jump: 2d6  
 Flying: -  
 Free Weight: -

	Attack Rank (14)			(12)			(24)			Pre - Rolled Wounds							
	1	2	3	4	5	6	7	8	1	2	3	4	5	6	7	8	
1	12	12	5	3	8	7	12	9	1	39	30	31	30	37	37	32	37
2	13	11	7	8	9	2	16	5	2	38	33	30	32	39	33	34	34
3	4	6	6	5	5	8	12	16	3	38	36	36	35	31	30	34	37
4	8	7	5	6	7	5	11	14	4	29	34	33	34	30	29	33	30
5	6	9	7	12	3	7	4	10	5	39	34	39	28	33	39	36	33
6	4	6	5	5	10	9	7	9	6	33	35	33	35	32	38	34	38

# Minotaur

Alignment: Evil

Nature: I guard and slay

Type: Monster, Humanoid

The minotaur is a huge hulking beast. It has the body of a man and the head of a great bull. It's weapon of choice is a great two handed battle axe. If the minotaur surprises the first character in the group, it will charge that character if not surprised itself. In the minotaur's first charge it will use its Gore attack. The minotaur has been known to break off one of its great horns when charging knights in plate armor. Unfortunately for the knights, the horn is generally left embedded in them.

On the following rounds, it will follow up its gore attack and attack with its axe.

The Minotaur is often found in the deep forests. They are actually fairly smart and many an evil mage has employed them as guards.

## Memorize Maze

A minotaur will memorize any maze that it is placed within.

## Minotaur

Threat: 5  
 WR: 2d8  
 TKA: 2d12  
 Wounds: 75+2d12

Soul Points: 0  
 Power: 55  
 React: 18+15  
 Resolve: 18+20

Luck: 0  
 Spell Resis: 18+12  
 Relative Size: 12

Walking: 3  
 Charging: 9  
 Running: 15  
 Broad Jump: -  
 Flying: -  
 Free Weight: -

	<b>Great Axe</b>	<b>Total</b>	<b>Charge</b>	<b>Total</b>
Skill	18+20		18+20	
Defense Adj.	n/a		N/A	
Attack Rank	12/2d6		24/2d12	
Damage	2d8	2d8+2d12	2D12	4D12

**Armor:** None  
**APV:** 0  
**WR:** 2d8  
**TPV:** 2d8

### First Attack

If the minotaur surprises the front character and is itself not surprised, then it will charge a surprised character (if close enough to reach the character).

### (Minotaur)

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	Pre - Rolled Attack Rank (12)								(24)		Pre - Rolled Wounds							
	1	2	3	4	5	6	7	8	7	8	1	2	3	4	5	6	7	8
1	5	7	9	7	6	7	15	5	1	88	83	87	82	92	83	84	89	
2	7	8	7	3	8	4	17	16	2	96	95	92	85	89	84	80	86	
3	2	8	11	3	7	8	12	14	3	92	80	88	87	90	83	85	80	
4	7	5	6	7	7	3	11	8	4	84	87	81	80	94	87	91	90	
5	9	9	9	6	4	6	9	18	5	97	79	90	84	91	89	88	79	
6	5	3	6	7	12	9	18	5	6	91	81	88	93	89	96	92	90	

# Nagis, Young

Alignment: Evil

Nature: Vicious and ruthless

Type: Magical Being

In actual fact, the Nagis have an alignment range from Evil to Good. They are a race of Magical Beings that have the bodies of a snake and the upper torso of a man or woman. Their looks reflect their alignment. Those that are evil have an hideously ugly appearance. Those that are Good have quite beautiful and noble looking.

The Nagis themselves are usually very tolerant towards alignments. Generally, those of Good alignment leave Evil Nagis alone and vice versa. In actual fact, the one true crime in the Nagis Culture is the betrayal of their own kind. Any type of fighting between two nagis will get one or both of the Nagis banned from their society. These nagis are totally

shunned and are considered insane by other Nagis. These Nagis are really the only Nagis the group is ever to meet. Although it is just as likely that you will meet one of good alignment, the example given here is of one that is evil.

## Weapon Use

The Nagis wield weapons in battle. Their favored weapon combination is two Long Swords. They can obtain great skills in these skills. The Nagis depicted here is weak in comparison to what they can become.

## Hidious / Beatific Appearance

Nagis of Pure evil alignment are horrors to look at. By the same token, Nagis of Pure Good alignment are so beautiful that they can hold you spell bound. To take this into account the character's must make a Resolve stat check or be unable to take action against a Nagis for 1d4+2 combat rounds. This check is not made if the Nagis is of NE, N or NG alignment. These dice rolls apply to all character races.

Nagis, Young		Long Sword (*2)		Total	Torso Protection		Snake Body																																																																																																																																														
Threat:	7	Skill	18 + 20 (each one)	6	Armor:	Chain	None																																																																																																																																														
WR:	1d6	Defense Adj.	6 (18/6=3)	6	APV:	1d7+3	0																																																																																																																																														
TKA:	1d12	Attack Rank	14 / 1d8+1d6	2d12	WR:	1d6	2d6	<table border="1"> <tr> <td>Awareness:</td> <td>15</td> </tr> <tr> <td>Bush Craft:</td> <td>18+10</td> </tr> <tr> <td>Combat:</td> <td>17</td> </tr> <tr> <td>Mountain Craft:</td> <td>18+10</td> </tr> <tr> <td>Sixth Sense:</td> <td>13</td> </tr> </table>	Awareness:	15	Bush Craft:	18+10	Combat:	17	Mountain Craft:	18+10	Sixth Sense:	13																																																																																																																																			
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Wounds:	20+2d12	Damage	1d12	2d12	TPV:	1d6+1d7+3	2d6																																																																																																																																														
Soul Points:	0	(Nagis, Young) No Image Currently Available			<b>Horrific Appearance</b>																																																																																																																																																
Power:	30				Any character that sees the Nagis must make a Resolve Stat check or take no action for 1d4 + 2 combat rounds																																																																																																																																																
React:	15				The Nagis can grow to a very large size. The torso portion of their body is that of a large powerful human. The snake portion can grow to a length of between 20 and 30 feet.																																																																																																																																																
Resolve:	18+0				<b>Long Sword Combat Options</b>																																																																																																																																																
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Spell Resis:	14	<i>Powerful Blow</i> Use any dice between a d4 and a d10. Roll the dice twice. Low roll equals synergy cost. High roll equals damage bonus.																																																																																																																																																			
Relative Size:	4.5*	<i>Deflect blow</i> Use any dice between a d4 and a d10. Roll the dice twice. Low roll equals synergy cost. High roll equals chance on a d20 that the deflection attempt will succeed (if the blow hits roll the deflection attempt).																																																																																																																																																			
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\* When taken as a whole.

# Ogre (pup)

Alignment: Evil

Nature: Bully, Likes to fight

Type: Monster, Humanoid

Ogres are large brutish humanoids that often fight alongside Orcs and Trolls. Generally, Ogres have very crude armor (i.e., bone). Their culture is primitive and as yet does not include the ability to craft their own weapon and armors. This should probably not surprise anyone since they are more than a tad brutish and lack the finesse of smaller races.

The Ogre described in this stat sheet is considered a pup. There are three classes of fighting ogres: pups, warriors and veterans. Pups are the youngest of the ogres but still very capable of some good head bashing.

## Numbers

A normal raiding party will have between 1 and 12 ogres in it. Most small raiding parties consist of 1 or 2 pups out trying to prove themselves. When there are three to nine ogres in a party, one will be a warrior and the rest pups. In any group of 10 or more ogres there will be one veteran, two warriors and the rest will be pups.

Ogres will sometimes accompany an orc or goblin raiding party (more often an orc raiding party, goblins are often viewed as a little to weak). You will seldom see more than a half dozen ogres if such is the case. Out of a half dozen, you will find one veteran; one warrior and the rest will be pups. If there are ogres with a group of goblins, then they will all be ogre pups.

## Ogre (pup)

Threat: 2  
 WR: 1d6  
 TKA: 2d6  
 Wounds: 30+2d12

Soul Points: 0  
 Power: 40  
 React: 12  
 Resolve: 8

Luck: 0  
 Spell Resis: 6  
 Relative Size: 5

Walking: 3  
 Charging: 9  
 Running: 15  
 Broad Jump: -  
 Flying: -  
 Free Weight: -

	<b>Bone Club</b>	<b>Total</b>
Skill	15	
Defense Adj.	n/a	
Attack Rank	16 / 2d8	
Damage	1d6	3d6

**Armor: Bone**  
**APV: 1d6**  
**WR: 1d6**  
**TPV: 2d6**

### No Defense Adjustment

The Ogre does not hold back when attacking. To represent this, it gets no Defense Adjustment for the weapon it wields.

### Bone Armor

Although not armor in the strictest sense of the word, the Ogres uses bones to protect his chest, stomach and head. Although not the best solution, due to the sheer size of the bones, they offer not bad protection.

(Ogre (pup))  
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#### Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	9	5	10	8	14	5	14	8
2	7	12	11	14	13	10	10	14
3	12	12	16	9	8	5	5	9
4	6	7	7	13	10	12	7	12
5	13	7	9	12	5	3	7	7
6	13	16	10	7	7	12	12	13

#### Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	46	37	39	39	45	43	38	45
2	42	42	33	45	36	46	42	50
3	40	47	40	42	46	46	52	46
4	32	46	42	46	44	48	48	42
5	50	42	49	41	46	38	43	44
6	40	41	37	34	38	46	39	54

# Ogre (veteran)

Alignment: Evil

Nature: Leads the younger ogres

Type: Monster, Humanoid

Only the toughest ogre's become veterans. Veteran ogres never become old in a physical sense. Long before old age sets in an ogre will die to another ogre that wishes to own his position and possessions. It is a tough life. To get to the status of veteran, the ogre will have seen many fights, and will have split a lot of blood (not all of it coming from those it kills)

Oddly enough, all veteran ogres have the same status in the ogre culture. Ogre villages will seldom have more than 50 or 60 ogres. Of these 5 to 7 will be veterans. These are ogres that make decisions for the tribe. It is a group vote that determines what the tribe will do. Once an ogre reaches the status of veteran it is socially unacceptable for him or her to fight with his peers. Fighting among your peers is a luxury or benefit of being young. What a veteran does have to worry about is maintaining his rank and possession. Although the fight is never officially to the death, seldom does a fight for the position of Veteran not end in the death of either the challenger or the challenged.

## Numbers

A normal raiding party will have between 1 and 12 ogres in it. Most small raiding parties consist of 1 or 2 pups out trying to prove themselves. When there are three to nine ogres in a party, one will be a warrior and the rest pups. In any group of 10 or more ogres there will be one veteran, two warriors and the rest will be pups.

Ogres will sometimes accompany an orc or goblin raiding party (more often an orc raiding party, goblins are often viewed as a little to weak). You will seldom see more than a half dozen ogres if such is the case. Out of a half dozen, you will find one veteran; one warrior and the rest will be pups. If there are ogres with a group of goblins, then they will all be ogre pups.

## Ogre (veteran)

Threat: 4  
WR: 2d6  
TKA: 2d10  
Wounds: 50+2d12

Soul Points: 0  
Power: 50  
React: 16  
Resolve: 16

Luck: 0  
Spell Resis: 12  
Relative Size: 9

Walking: 3  
Charging: 9  
Running: 15  
Broad Jump: -  
Flying: -  
Free Weight: -

	<b>Bone Club</b>	<b>Total</b>
Skill	18+20	
Defense Adj.	n/a	
Attack Rank	16 / 2d8	
Damage	1d6	1d6+2d10

**Armor: Bone**  
**APV: 1d6**  
**WR: 2d6**  
**TPV: 3d6**

### No Defense Adjustment

The Ogre does not hold back when attacking. To represent this, it gets no Defense Adjustment for the weapon it wields.

### Bone Armor

Although not armor in the strictest sense of the word, the Ogres uses bones to protect his chest, stomach and head. Although not the best solution, due to the sheer size of the bones, they offer not bad protection.

### (Ogre (veteran))

No Image Currently Available

#### Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	11	12	14	14	7	3	16	5
2	5	6	10	14	6	8	3	7
3	7	16	11	9	10	11	3	11
4	3	5	7	13	8	12	4	8
5	9	6	5	10	11	9	9	11
6	10	12	11	11	13	8	9	8

#### Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	68	60	67	66	65	62	67	57
2	54	60	68	55	61	55	68	69
3	62	58	62	60	56	56	65	69
4	62	63	60	63	60	69	63	64
5	56	63	69	62	60	64	63	66
6	63	66	66	59	62	66	68	62

# Ogre (warrior)

Alignment: Evil

Nature: Bully, Likes to fight

Type: Monster, Humanoid

Ogres that make it to mature will boss around up to 5 other younger ogres. You can find Ogre's in a wide variety of situations, from lone ones out looking for someone to smack to small villages set in the middle of an Orc Community. Ogres are respected by the Orcs for their power and strength (definitely not for their brains). Ogre hunting parties can range from 1 to 12 individuals. If accompanying an Orc or Goblin hunting party you will normally only find 1 or two ogres.

Ogres worship very few deities (under five in total). The ones they do worship tend to be the type that encourages them to run out and smack things hard (the harder the better). Ogres that actually worship a Deity tend to be the smarter ones among them (maybe one in fifty will actually worship a deity).

The Ogre described in this stat sheet is considered a pup. There are three classes of fighting ogres: pups, warriors and veterans.

## Numbers

A normal raiding party will have between 1 and 12 ogres in it. Most small raiding parties consist of 1 or 2 pups out trying to prove themselves. When there are three to nine ogres in a party, one will be a warrior and the rest pups. In any group of 10 or more ogres there will be one veteran, two warriors and the rest will be pups.

Ogres will sometimes accompany an orc or goblin raiding party (more often an orc raiding party, goblins are often viewed as a little to weak). You will seldom see more than a half dozen ogres if such is the case. Out of a half dozen, you will find one veteran; one warrior and the rest will be pups. If there are ogres with a group of goblins, then they will all be ogre pups.

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## Ogre (warrior)

Threat: 3  
WR: 2d4  
TKA: 2d8  
Wounds: 40+2d12

Soul Points: 0  
Power: 45  
React: 14  
Resolve: 10

Luck: 0  
Spell Resis: 10  
Relative Size: 7

Walking: 3  
Charging: 9  
Running: 15  
Broad Jump: -  
Flying: -  
Free Weight: -

	<b>Bone Club</b>	<b>Total</b>
Skill	18+5	
Defense Adj.	n/a	
Attack Rank	16 / 2d8	
Damage	1d6	1d6+2d8

**Armor: Bone**  
**APV: 1d6**  
**WR: 2d4**  
**TPV: 1d6+2d4**

### No Defense Adjustment

The Ogre does not hold back when attacking. To represent this, it gets no Defense Adjustment for the weapon it wields.

### Bone Armor

Although not armor in the strictest sense of the word, the Ogres uses bones to protect his chest, stomach and head. Although not the best solution, due to the sheer size of the bones, they offer not bad protection.

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	7	15	15	13	4	11	6	5
2	8	12	15	8	10	13	7	9
3	8	11	16	10	6	15	8	10
4	7	10	10	8	13	8	11	5
5	6	12	11	10	5	5	8	8
6	2	7	10	9	5	5	11	13

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	51	42	50	49	56	44	46	49
2	46	48	61	58	55	50	51	56
3	57	58	46	50	55	54	48	51
4	56	57	55	53	52	52	54	55
5	54	49	55	62	58	52	47	48
6	46	53	48	53	50	60	48	53

(Ogre, Mature)

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# Troll, Cave

Alignment: Evil

Nature: likes eating people (they taste better than goblins)

Type: Monster, Humanoid

As their name implies these trolls like to live deep within caves and caverns, although they are also able to move into a good large dungeon.

Each type of troll has its own particular weakness. For the cave troll it is sunlight. The cave troll will regenerate damage so long as it is not exposed to sunlight. Not only that, but exposure to sunlight will actually damage the cave troll. Once it suffers such damage, its ability to regenerate is suppressed and it must heal naturally. This makes the cave troll very leery of Elves since the light they can generate has the same affect as normal sunlight has on a cave troll.

## Turn to Stone

Cave trolls have good reason to fear sunlight. When first exposed to a source of sunlight they must make a spell resistance stat check or turn to stone. If they make their spell resistance stat check, they must roll their WR dice roll. The roll

equals the damage taken on the first round of the exposure to sunlight. Make the same roll each round the cave trolls remains exposed to the sunlight (there is no way for the troll to lessen this damage).

## Encounter Numbers

Raiding parties can consist of up to a dozen trolls. They will often form communities of up to 30 or 40, ranging in size and shape but almost all being a threat (trolls do not grow to adulthood, they regenerate to it). What is rare but not unheard of (10% chance), are groups of mixed trolls (i.e., six river trolls joining forces with 6 cave trolls). Such mixed groups can have any number of different troll types up to 20 or so individuals.

## Regenerate

River trolls have the ability to regenerate damage. The troll will regenerate its WR dice roll each combat round (i.e., if its WR is 2d4, it will regenerate 2d4 wounds each combat round).

## Skills

The skills possessed by the cave troll only apply if the cave troll is underground in its natural environment (i.e., in caverns and caves).

## Dark Sight

The cave troll has dark sight.

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# Troll, Cave

Threat: 5  
WR: 2d4  
TKA: 2d8  
Wounds: 50+2d20

Soul Points: 0  
Power: 45  
React: 14  
Resolve: 10

Luck: 0  
Spell Resis: 10  
Relative Size: 7

Walking: 3  
Charging: 9  
Running: 15  
Broad Jump: -  
Flying: -  
Free Weight: -

	<b>Claws (*2)</b>	<b>Total</b>	<b>Bite</b>	<b>Total</b>
Skill	18+15		18+20	
Defense Adj.	n/a		n/a	
Attack Rank	24 / 2d12		24/2d12	
Damage	1d8	3d8	1d12	2d8+1d12

## (Cave Troll)

No Image Currently Available

### Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	22	11	13	8	9	18	14	21
2	12	9	12	6	13	6	4	11
3	23	17	10	17	7	7	18	4
4	7	14	8	11	16	11	7	21
5	9	12	19	9	9	19	12	5
6	13	13	16	14	2	20	19	15

## Armor: Bone Like Casing

APV: 2d6

WR: 2d4

TPV: 2d6+2d4

Awareness: 15  
Concealment: 18+10  
Mountain Craft: 18+40  
Move Un-Noticed: 18+20  
Sixth Sense: 12  
Tracking: 18+15

## Hard Outer Casing

The cave troll's outer skin is very tough, acting like armor. This gives the creature an APV value of 2d6.

## Turn to Stone

If the Cave Troll is exposed to sunlight, it must make a Spell Resistance dice roll or be turned to stone. If it does not turn to stone, it will take damage from the sunlight (damage is taken each round and is equal to its WR dice roll). Lastly, the cave troll will not regenerate once it has taken damage from sunlight.

### Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	78	79	86	74	75	69	56	84
2	68	57	79	73	57	64	76	89
3	83	80	64	73	69	90	78	85
4	84	58	67	68	76	76	67	74
5	63	73	66	60	88	73	72	74
6	76	79	78	85	75	74	71	53

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# Troll, Forest

Alignment: Evil

Nature: likes eating elves (they taste better than people)

Type: Monster, Humanoid

These trolls like to live deep within the forests of Panjere.

Each type of troll has its own particular weakness. For the forest troll it is cold. The forest troll will regenerate damage so long as it does not suffer from cold-based damage. Once it suffers such damage, its ability to regenerate is suppressed and it must heal naturally.

## Encounter Numbers

Raiding parties can consist of up to a dozen trolls. They will often form communities of up to 30 or 40, ranging in size and shape but almost all being a threat (trolls do not grow to adulthood, they regenerate to it). What is rare but not unheard of (10% chance), are groups of mixed trolls (i.e., six river trolls joining forces with 6 cave trolls). Such mixed groups can have any number of different troll types up to 20 or so individuals.

## Regenerate and cold based damage

Forest trolls have the ability to regenerate damage. The troll will regenerate its WR dice roll each combat round (i.e., if its WR is 2d4, it will regenerate 2d4 wounds each combat round). This regeneration will happen up until the forest troll takes cold-based damage. Damage from the cold suppresses the trolls natural ability to regenerate (it must heal naturally to full health before being able to regenerate again).

## Skills

The skills possessed by the forest troll only apply if the forest troll is within its natural environment (i.e., in the forest or bush).

## Invisible to Bush Sight

The forest troll is invisible to bush sight. In additions, its skin is tends to be various (putrid) shades of green, making it easy for them to hide in the bush. The troll is able to see at night as well as the Calt.

## Troll, Forest

Threat: 4  
WR: 1d8  
TKA: 1d12  
Wounds: 30+2d10

Soul Points: 0  
Power: 40  
React: 16  
Resolve: 7

Luck: 0  
Spell Resis: 8  
Relative Size: 6

Walking: 3  
Charging: 9  
Running: 15  
Broad Jump: -  
Flying: -  
Free Weight: -

	<b>Claws (*2)</b>	<b>Total</b>	<b>Bite</b>	<b>Total</b>
Skill	18+10		18+10	
Defense Adj.	n/a		n/a	
Attack Rank	24 / 2d12		24/2d12	
Damage	1d6	1d6+1d12	1d8	1d8+1d12

**Armor:** None  
**APV:** 0  
**WR:** 1d8  
**TPV:** 1d8

**Awareness:** 18+5  
**Bush Craft:** 18+25  
**Concealment:** 18+30  
**Sixth Sense:** 10

## (Forest Troll)

No Image Currently Available

## Invisible to bush sight

The forest troll is invisible to bush sight. The troll is able to see at night as well as a calt.

## Regenerate and weakness to cold

The forest troll can regenerate. The amount it will heal is equal to its WR dice roll. The troll is able to regenerate damage until it has suffered cold based damage.

### Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	13	22	7	16	8	9	16	13
2	12	23	8	7	10	11	14	10
3	24	12	15	9	22	21	14	16
4	3	14	10	21	10	12	12	6
5	16	6	12	12	22	13	20	5
6	7	7	8	11	16	8	8	14

### Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	37	42	38	38	47	40	40	45
2	45	44	45	42	45	44	36	44
3	42	39	41	35	35	50	48	40
4	39	40	33	39	41	39	34	45
5	41	48	41	40	42	41	44	36
6	43	43	43	41	46	40	42	44

# Troll, River

Alignment: Evil

Nature: likes money and eating people

Type: Monster, Humanoid

Also known as Bridge Trolls, these hulking brutes like to frequent the under side of bridges or stay near paths that pass by the rivers they live by. Although they are called River Trolls, they seldom actually go into the water. River trolls are some of the smarter types of trolls. They have even been known to learn languages other than their own.

Each type of troll has its own particular weakness. For the river troll it is fire. The river troll will regenerate damage so long as that damage is not burn or heat damage. Once it suffers burn or heat damage its ability to regenerate is suppressed and it must heal naturally. This makes the river troll fairly leery of any type of fire or open flame.

## Encounter Numbers

Raiding parties can consist of up to a dozen trolls. They will often form communities of up to 30 or 40, ranging in size and shape but almost all being a threat (trolls do not grow to adulthood, they regenerate to it). What is rare but not unheard of (10% chance), are groups of mixed trolls (i.e., six river trolls joining forces with 6 cave trolls). Such mixed groups can have any number of different troll types up to 20 or so individuals.

## Regenerate

River trolls have the ability to regenerate damage. The troll will regenerate its WR dice roll each combat round (i.e., if its WR is 2d4, it will regenerate 2d4 wounds each combat round).

Troll, River		Skill	Claws (*2)	Total	Bite	Total	Armor: None		APV: 0		WR: 2d4		TPV: 2d4		Awareness: 15		Bush Craft: 18+40		Concealment: 18+10		Move Un-Noticed: 18+20		Sixth Sense: 12		Tracking: 18+15			
		Defense Adj.	n/a	n/a	n/a																							
Threat:	3	Attack Rank	24 / 2d12		24/2d12																							
WR:	2d4	Damage	1d6	3d6	1d8	2d6+1d8																						
TKA:	2d6																											
Wounds:	30+2d10																											
Soul Points:	0																											
Power:	45																											
React:	14																											
Resolve:	10																											
Luck:	0																											
Spell Resis:	10																											
Relative Size:	7																											
Walking:	3																											
Charging:	9																											
Running:	15																											
Broad Jump:	-																											
Flying:	-																											
Free Weight:	-																											
		(River Troll)																Regenerate										
		No Image Currently Available																Fire suppresses a river trolls ability to regenerate (once it takes damage, it must heal up to full at the natural rate before being able to regenerate again). So long as it can the troll will regenerate an amount equal to its WR dice rolls each round.										
		Pre - Rolled Attack Rank								Pre - Rolled Wounds																		
			1	2	3	4	5	6	7	8		1	2	3	4	5	6	7	8									
		1	11	8	13	15	2	4	4	15	1	43	43	38	45	34	38	42	41									
		2	3	4	14	12	19	17	17	11	2	36	47	49	39	46	45	42	46									
		3	19	6	6	13	12	20	20	12	3	38	37	43	44	37	32	38	36									
		4	7	15	10	10	16	8	18	8	4	46	46	42	34	38	38	41	39									
		5	8	11	13	7	10	2	22	11	5	41	36	33	49	48	43	36	40									
		6	16	9	11	8	9	9	5	16	6	34	38	35	45	42	38	46	36									

# Troll, Swamp

Alignment: Evil

Nature: smells bad (even to other trolls)

Type: Monster, Humanoid

The swamp troll is one of the ugliest types of trolls (unless you are another swamp troll). Their entire lives they are surrounded by muck and filth. Most people that meet a swamp troll think they actually manage to smell worse than the swamps they live in.

No one knows why, but the flesh of the swamp troll is very tough, giving it a great WR. The meat of the swamp troll is pretty much poisonous to anything. Those who use poisons have been trying to find ways of hiding its foul taste and odor for centuries.

## Encounter Numbers

Raiding parties can consist of up to a dozen trolls. They will often form communities of up to 30 or 40, ranging in size and shape but almost all being a threat (trolls do not grow to adulthood, they regenerate to it). What is rare but not unheard of (10% chance), are groups of mixed trolls (i.e., six river trolls joining forces with 6 cave trolls). Such mixed groups can have any number of different troll types up to 20 or so individuals.

## Defensive Adjustments

It is hard to get a good hard hit on a swamp troll. Any to hit roll made against the swamp troll must add +6 to the to hit dice roll to take into account the troll's slimy outer surface.

## Immune to poison / breath poison

The swamp troll's breath has been known to melt stone. Once each 1d3 combat rounds, a character in melee with the troll gets a whiff and must make a Resolve stat check or spend 1d4 combat round on the ground trying to barf up the food he ate last week.

## Purify Poison

The swamp trolls is basically one big walking chunk of poison. If the swamp trolls system is purified of its poisons, it will start to take damage as if poisoned. The damage roll is equal to its WR dice roll. It takes this damage each round and is unable to regenerate so long as it is taking this damage. The swamp troll is different from other trolls in this way since it will start to regenerate again once it stops taking damage. Each cleaning of its system will cause the troll to take damage for 2d4 combat rounds. If the troll dies while taking this damage it stays dead.

## Regenerate

River trolls have the ability to regenerate damage. The troll will regenerate its WR dice roll each combat round (i.e., if its WR is 2d4, it will regenerate 2d4 wounds each combat round). The only time the troll will not take damage is if the troll's system is purified of all its poisons.

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## Troll, Swamp

Threat: 4  
WR: 2d6  
TKA: 2d6  
Wounds: 40+2d12

Soul Points: 0  
Power: 45  
React: 14  
Resolve: 10

Luck: 0  
Spell Resis: 10  
Relative Size: 7

Walking: 3  
Charging: 9  
Running: 15  
Broad Jump: -  
Flying: -  
Free Weight: -

	<b>Claws (*2)</b>	<b>Total</b>	<b>Bite</b>	<b>Total</b>
Skill	18+15		18+20	
<b>Defense Adj.</b>	n/a		n/a	
Attack Rank	24 / 2d12		24/2d12	
<b>Damage</b>	<b>1d6</b>	<b>3d6</b>	<b>1d8</b>	<b>2d6+1d8</b>

## (Swamp Troll)

No Image Currently Available

### Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	14	11	3	3	9	9	15	19
2	12	15	12	22	13	19	20	11
3	18	8	14	7	8	11	6	6
4	9	16	5	7	17	9	4	9
5	14	9	6	21	13	14	11	7
6	10	7	23	22	8	11	16	14

**Armor:** None

**APV:** 0

**WR:** 2d6

**TPV:** 2d6

**Awareness:** 15

**Concealment:** 18+10

**Move Un-Noticed:** 18+20

**Sixth Sense:** 12

**Swamp Craft:** 18+40

**Tracking:** 18+15

## Hard to Hit

Add +6 to the to hit dice roll for any weapon used against the troll swamp.

## Immune to poison damage

The swamp troll is immune to all poison and poison based damage.

## Breathe Poison Gas

The swamp troll's breath has been known to melt stone. Once each 1d3 combat rounds, a character in melee with the troll gets a wiff and must make a Resolve stat check or spend 1d4 combat round on the ground trying to barf up the food he ate last week.

## Purify System

The troll will not regenerate and will take damage if its system is purified of all poisons. See the back of this stat sheet for more information.

### Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	54	48	63	63	49	44	51	45
2	56	55	45	50	55	54	50	53
3	56	51	58	56	53	60	51	50
4	60	60	54	53	52	49	57	46
5	63	56	46	52	56	55	54	56
6	55	52	51	57	59	52	47	47

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