

TROLLS AND GOLEMS

Trolls are very large primitive humanoids, usually found in the Undercity, other dark caverns, or enslaved by orcs to be used as shock troops. They are not very intelligent, are extremely aggressive and psychopathic in personality with a demonic streak of cruelty. They only eat meat and prefer food that is still alive.

Golems are built and animated by alchemical means and often used as servants (metal golems are used to "power" the lifts in Haven's towers). They follow simple behavioral rules, except for the lone mechanical golem ("Orpheus"), who is fully sentient. Orpheus is of unknown origin, but occasionally wanders the city streets.

CAVE TROLL (2ND RANK)

STR	DEX	INT	PRE	FOR	REF
D12	D4	D3	D8	D12	D4
MOVE	ATT	DEF	AP	MP	HP
RUN	D10	D10	2	0	9

ATTACKS AND ABILITIES

CLUB: D10

CLAWS: D8

DARKSIGHT, RAPID REGENERATION, CHTHONIC

FLESH GOLEM (3RD RANK)

STR	DEX	INT	PRE	FOR	REF
D12	D8	---	D8	D12	D4
MOVE	ATT	DEF	AP	MP	HP
RUN	D10	D10	3	0	12

ATTACKS AND ABILITIES

STRIKE: D10

DARKSIGHT, UNLIVING, MINDLESS, FIRE RESISTANCE, FROST RESISTANCE

SHADOW TROLL (3RD RANK)

STR	DEX	INT	PRE	FOR	REF
D12	D8	D4	D10	D16	D6
MOVE	ATT	DEF	AP	MP	HP
RUN	D10	D12	3	2	16

ATTACKS AND ABILITIES

CLAWS: D10

DARKSIGHT, AMBUSH, RAPID REGENERATION, SHADOW STALKING, CHTHONIC

STONE GOLEM (4TH RANK)

STR	DEX	INT	PRE	FOR	REF
D16	D8	---	D8	D16	D4
MOVE	ATT	DEF	AP	MP	HP
RUN	D16	D16	3	0	20

ATTACKS AND ABILITIES

STRIKE: D16

DARKSIGHT, UNLIVING, MINDLESS, FIRE IMMUNITY, LIGHTNING RESISTANCE

SHADOW STALKING

Shadow trolls can move into any nearby region with deep shadows and disappear. They can then reappear anywhere that also has deep shadows (using Ambush, if desired), as long as they are within a number of regions equal to their PRE (even if there is no physical connection between the two locations). They can stay "in shadow", where they cannot be attacked or targeted in any way (even by area effect attacks), for one turn, but must then reappear on the following turn. If they cannot (because there are no deep shadows within range), then they are permanently destroyed, leaving no trace of their existence.

STONE TROLL (4TH RANK)

STR	DEX	INT	PRE	FOR	REF
D16	D6	D4	D12	D20	D6
MOVE	ATT	DEF	AP	MP	HP
RUN	D16	D16	2	2	25

ATTACKS AND ABILITIES

STONE CLUB: D16

CLAWS: D12

DARKSIGHT, RAPID REGENERATION, CHTHONIC, SUNLIGHT VULNERABILITY

SUNLIGHT VULNERABILITY

Stone trolls will turn to solid stone in direct sunlight within one turn. They will revive when the sunlight is removed for a few minutes or more.

IRON GOLEM (5TH RANK)

STR	DEX	INT	PRE	FOR	REF
D20	D8	---	D8	D20	D4
MOVE	ATT	DEF	AP	MP	HP
RUN	D20	D24	3	0	30

ATTACKS AND ABILITIES

STRIKE: D20

DARKSIGHT, UNLIVING, MINDLESS, FIRE IMMUNITY, LIGHTNING RESISTANCE

MECHANICAL GOLEM (8TH RANK)

STR	DEX	INT	PRE	FOR	REF
D20	D20	D20	D20	D20	D20
MOVE	ATT	DEF	AP	MP	HP
RUN	D20	D20	6	10	40

ATTACKS AND ABILITIES

STRIKE: D20, Minor

SHOCK: D20, Minor, Stunning, Non-Lethal

DARKSIGHT, UNLIVING, FEAR AND FIRE IMMUNITY, LIGHTNING RESISTANCE, RUNIC, ANGELIC, DRACONIC