

TROLL

A mixture of the leathery, the scaly and the chitinous, trolls are tall giants with hairless bodies and heads, hulkingly flabby yet nimble, lanky physiques, and long, muscled limbs that grant them agility belying their appearance. Trolls have three heads, bestowing excellent balance and vision, though it also partly jumbles their thoughts. These heads vie for dominance, much as one-headed sapient creatures experience hidden debates within their own minds. But when the troll is in combat, the heads unite in the purpose of slaying enemies. Troll hands and feet are webbed, making them excellent swimmers, and their epidermises thick and leathery, covered by layers of small scales, as well as bolstered by chitinous shells around their torsos and the non-jointed portions of their limbs. Their skulls are capped with chitinous crown-like edges, their mouths lined with nasty fangs, and their fingers and toes (six digits per appendage) end in hooked claws. Given their three heads, they are able to wield melee (special) weapons as part of dual-weapon attacks. Trolls can be found in the entire range of cold to warm climates:

- Swamp trolls prefer swamps and marshes, or freshwater or brackish lakes and rivers, or saltwater coastlines, where they can use their affinity for water to hunt, as well as enjoy aquatic comforts.
- Cave trolls prefer hilly and mountainous terrain where they can find deep caverns, or also dwell in arid wastes, though even then they dig holes to find subterranean water or live near oases.

As they can efficiently breathe air and water, trolls favor submerged semi-fortified caves for protection, where they dwell in small clans (3–12 individuals), yet occasionally merge clans into tribes. They do not like sunlight and hunt nocturnally, unless deprivation drives them out during the day.

Trolls are smart enough to make decent equipment, but it still looks shoddy at best, even if it is functional. They can also breathe destructive gases and liquids, either clouds of poisonous fumes (swamp trolls) or blasts of corrosive acid (cave trolls).

- Ripper trolls wear poor armor, bear poor shields and carry inferior weapons that are one size category above equivalent mortal weapons, wielding them as effectively as mortal assaulters (± 0 d-steps); they also increase thrown versatile and ranged (missile) weapon ranges (base short +5 squares) – featured specimen: leather armor, no shield, single great melee weapon, single light ranged weapon.
- Jinxer trolls wear inferior armor, bear inferior shields and carry inferior weapons that are two size categories above equivalent mortal weapons, wielding them as effectively as mortal druids (+1 d-step); they also increase thrown versatile and ranged (missile) weapon ranges (base short +5 squares) – featured specimen: leather armor, medium shield, single heavy melee weapon.
- Battler trolls wear inferior armor, bear inferior shields and carry inferior weapons that are two size categories above equivalent mortal weapons, wielding them as effectively as mortal assaulters (+1 d-step); they also increase thrown versatile and ranged (missile) weapon ranges (base short +10 squares) – featured specimen: stud armor, no shield, single great melee weapon, single medium versatile weapon.
- Curser trolls wear inferior armor, bear common shields and carry common weapons that are two size categories above equivalent mortal weapons, wielding them as effectively as mortal druids (+2 d-steps); they also increase thrown versatile and ranged (missile) weapon ranges (base short +10 squares) – featured specimen: stud armor, medium shield, single heavy melee weapon.
- Leader trolls wear common armor, bear common shields and carry common weapons that are three size categories above equivalent mortal weapons, wielding them as effectively as mortal assaulters (+3 d-steps); they also increase thrown versatile and ranged (missile) weapon ranges (base short +15 squares) – featured specimen: ring armor, no shield, single great melee weapon, single heavy versatile weapon.
- Hexer trolls wear common armor, bear common shields and carry common weapons that are three size categories above equivalent mortal weapons, wielding them as effectively as mortal druids (+3 d-steps); they also increase thrown versatile and ranged (missile) weapon ranges (base short +15 squares) – featured specimen: ring armor, heavy shield, single heavy melee weapon.
- Ruler trolls wear common armor, bear common shields and carry common weapons that are four size categories above equivalent mortal weapons, wielding them as effectively as mortal assaulters (+4 d-steps); they also increase thrown versatile and ranged (missile) weapon ranges (base short +20 squares) – featured specimen: chain armor, no shield, single great melee weapon, single great ranged weapon.

ALPENGARD | MONSTER STATISTICS

TROLL TRAITS
Class: giant
Origin: Midgard
Sapience: moral-agent Lifeviews: <i>lawful-wicked-leeward, lashful-wicked-leeward, lawful-wicked-leeward</i>
Vessel: corporeal (zoetic-organic) Tier/Shape Range: Dawning 1×1×1 to Reckoning 3×2×5
Role: Warrior [ripper, battler, leader, ruler] or Magician [jinjer, curser, hexer]
Creature Knowledge: <ul style="list-style-type: none"> • <i>General:</i> <i>nighlore</i> (sta) DR 13 • <i>Specific:</i> <i>farlore</i> (imp) DR 24
Roottrait Points: 5+[3×(tier-1)] Attack Roottraits: <ul style="list-style-type: none"> • <i>Physical Strikes/Harm:</i> Lth/Brw • <i>Magical Strikes/Harm:</i> Wis/Smt
Augmentations/Lifeskills: Nml +4, Ftl +3; hasten +4; physical strikes +3, physical harm +5; magical harm +2; <i>chip</i> +0 (train: sta); <i>clout</i> +0 (train: sta); <i>deepfare</i> +1 (train: imp); <i>dive</i> +2 (train: imp); <i>farlore</i> +0 (train: sta); <i>heed</i> +0 (train: sta); <i>herd</i> +0 (train: sta); <i>hew</i> +0 (train: sta); <i>landfare</i> +1 (train: imp); <i>look</i> +3 (train: adv); <i>lurk</i> +1 (train: sta); <i>mingle</i> +0 (train: sta); <i>nighlore</i> +0 (train: sta); <i>seafare</i> +1 (train: imp); <i>search</i> +1 (train: sta); <i>smith</i> +0 (train: sta); <i>taw</i> +0 (train: sta); <i>toil</i> +2 (train: imp); <i>tumble</i> +0 (train: sta); <i>weave</i> +0 (train: sta)
Carcass Harvest: <ul style="list-style-type: none"> • <i>Food:</i> [(1d6)×cubes] meals; <i>cook</i> (imp) DR 19 <i>poisoned</i> (medial) • <i>Water:</i> [(3d4)×cubes] meals; <i>mash</i> (imp) DR 22 <i>diseased</i> (greater) • <i>Bones:</i> [(1d8)×cubes] silvers; <i>hew</i> (sta) DR 15 • <i>Fangs, Claws:</i> [(1d6)×cubes] coppers; <i>hew</i> (sta) DR 11 • <i>Hides:</i> [(1d10)×cubes] silvers; <i>taw</i> (sta) DR 18 • <i>Shells:</i> [(3d4)×cubes] silvers; <i>hew</i> (sta) DR 20
Lair Treasure: <ul style="list-style-type: none"> • <i>Mundane:</i> modest • <i>Magical:</i> sparse

RIPPER TROLL
Tier: Beginning
Lifeview: <i>lashful-wicked-leeward</i>
Languages: Common, Giant, Weird
Shape: 1×1×3
Size Modifier: ±0
Mass Modifier: +1
Speed: walk 11; swim 4; burrow 1
Roottraits: Brw 5; Lth 2; Smt 0; Wis 1; Glt 0
Hasten: 5
Defenses: Nml 20; Ftl 25; Mfl 11
Grit: 18+4d6 [32]
Pneuma: 4
Harm Yields: <u>susceptible</u> <i>flare, frost, gleam, gloom, shake, shock, logos, charis, heinous</i> ; <u>resistant</u> <i>wreck</i> 3 (armor +4), <i>whelm</i> 1 (armor +1), <i>rasp</i> 3, <i>rot</i> 4; <u>immune</u> <i>chaos, hubris, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>imbalanced, prostrated, nauseated, retched, poisoned</i>
Lifeskills: <i>chip</i> +1 (sta); <i>clout</i> +0 (sta); <i>deepfare</i> +5 (imp); <i>dive</i> +9 (imp; armor -4); <i>farlore</i> +0 (sta); <i>heed</i> +1 (sta); <i>herd</i> +5 (sta); <i>hew</i> +2 (sta); <i>landfare</i> +5 (imp); <i>look</i> +6 (adv); <i>lurk</i> +3 (imp; armor -4); <i>mingle</i> +0 (sta); <i>nighlore</i> +0 (sta); <i>seafare</i> +4 (imp); <i>search</i> +1 (sta); <i>smith</i> +2 (sta); <i>taw</i> +3 (sta); <i>toil</i> +8 (imp; armor -4); <i>tumble</i> +2 (sta; armor -4); <i>weave</i> +2 (sta)
ATTACKS AND POWERS
Innate Weapons – 5 strikes; assail Nml [utilization; 0 pneuma]: <ul style="list-style-type: none"> • 3 Bites: targeted melee 1; strike +5; <i>wreck</i> (<i>rend-stab</i>) harm 1d2+1 Option [adjutant; 1 pneuma]: <i>slash</i> (1d4) or <i>gore</i> (1d4) • 2 Claws: targeted melee 2; strike +5; <i>wreck</i> (<i>rend-stab</i>) harm 1d6+4 Option [adjutant; 1 pneuma]: <i>slash</i> (1d4) or <i>gore</i> (1d4)
Innate and Melee Weapons – 4 strikes; assail Nml [utilization; 0 pneuma]: <ul style="list-style-type: none"> • 3 Bites: targeted melee 1; strike +5; <i>wreck</i> (<i>rend-stab</i>) harm 1d2 Option [adjutant; 1 pneuma]: <i>slash</i> (1d4) or <i>gore</i> (1d4) • 1 Scythe (Aggressive Stance): targeted melee 2; strike +7; <i>wreck</i> (<i>chop-rend-stab</i>) harm 2d8+11 Option [adjutant; 1 pneuma]: <i>hack</i> (1d4) or <i>slash</i> (1d4) or <i>gore</i> (1d4)
1 Rock (Elusive Stance) – 1 strike; assail Nml [utilization; 0 pneuma]: ranged 10/20/30; strike +5; <i>wreck</i> (<i>beat</i>) harm 1d8+11 Option [adjutant; 1 pneuma]: <i>squash</i> (1d4)
Poisonbreath or Acidbreath – 1 zone 1×1×1; assail Ftl [utilization; 1 pneuma]: blast area melee 1; strike +1; <i>rot</i> [swamp] or <i>rasp</i> [cave] harm 1d4+2 Option [adjutant; 1 pneuma]: <i>smolder</i> (1d4) Option [adjutant; 1 pneuma]: replace 1 bite-strike with <i>venombreath</i> or <i>acidbreath</i> , incorporated into <i>innate weapons</i> utilization action
Monster and Mortal Powers: <i>chargecrush</i> ; <i>flankguard</i> ; <i>goonsmite</i> ; <i>grappling</i> – standard; <i>inferior defense</i> (Mfl); <i>slumberwatch</i> ; <i>speedburst</i> (+3)
Ascension-Point Value: 20

ALPENGARD | MONSTER STATISTICS

JINXER TROLL
Tier: Raising
Liferview: <i>laxful-wicked-leeward</i>
Languages: Common, Giant, Weird, Faerie
Shape: 1×1×3 Size Modifier: +0 Mass Modifier: +1 Speed: walk 12 (shield -1); swim 4 (shield -1); burrow 1
Roottraits: Brw 4; Lth 3; Smt 1; Wis 2; Glt 1 Hasten: 6 Defenses: Nml 23 (shield -1); Ftl 24; Mfl 13 Grit: 32+6d6 [53] Pneuma: 7
Harm Yields: <u>susceptible</u> <i>flare, frost, gleam, gloom, shake, shock, chaos, charis, heinous</i> ; <u>resistant</u> <i>wreck</i> 3 (armor/shield +8), <i>whelm</i> 2 (armor/shield +2), <i>rasp</i> 5, <i>rot</i> 5; <u>immune</u> <i>logos, hubris, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>imbalanced, prostrated, nauseated, retched, poisoned</i>
Lifeskills: <i>chip</i> +2 (sta); <i>clout</i> +1 (sta); <i>deepfare</i> +6 (imp); <i>dive</i> +8 (imp; armor/shield -6); <i>farlore</i> +1 (sta); <i>heed</i> +2 (sta); <i>herd</i> +4 (sta); <i>hew</i> +3 (sta); <i>landfare</i> +6 (imp); <i>look</i> +7 (adv); <i>lurk</i> +6 (imp; armor/shield -6); <i>mingle</i> +1 (sta); <i>nighlore</i> +2 (sta); <i>seafare</i> +5 (imp); <i>search</i> +3 (sta); <i>smith</i> +3 (sta); <i>taw</i> +4 (sta); <i>toil</i> +7 (imp; armor/shield -6); <i>tumble</i> +3 (sta; armor/shield -6); <i>weave</i> +3 (sta)
ATTACKS AND POWERS
Innate Weapons – 5 strikes; assail Nml [utilization; 0 pneuma]: • 3 <i>Bites</i> : targeted melee 1; strike +6; <i>wreck</i> (<i>rend-stab</i>) harm 1d4+2 Option [adjutant; 1 pneuma]: <i>slash</i> (1d6) or <i>gore</i> (1d6) • 2 <i>Claws</i> : targeted melee 2; strike +6; <i>wreck</i> (<i>rend-stab</i>) harm 1d6+2 Option [adjutant; 1 pneuma]: <i>slash</i> (1d6) or <i>gore</i> (1d6)
Innate and Melee Weapons – 4 strikes; assail Nml [utilization; 0 pneuma]: • 3 <i>Bites</i> : targeted melee 1; strike +6; <i>wreck</i> (<i>rend-stab</i>) harm 1d4 Option [adjutant; 1 pneuma]: <i>slash</i> (1d6) or <i>gore</i> (1d6) • 1 <i>Staff</i> (<i>Transitive Stance</i>): targeted melee 2; strike +6; <i>wreck</i> (<i>beat</i>) harm 1d8+10 Option [adjutant; 1 pneuma]: <i>squash</i> (1d6)
Poisonbreath or Acidbreath – 1 zone 1×1×1; assail Ftl [utilization; 1 pneuma]: blast area melee 2; strike +2; <i>rot</i> [swamp] or <i>rasp</i> [cave] harm 1d8+3 Option [adjutant; 1 pneuma]: <i>smolder</i> (1d4) Option [adjutant; 1 pneuma]: replace 1 <i>bite</i> -strike with <i>venombreath</i> or <i>acidbreath</i> , incorporated into <i>innate weapons</i> utilization action
Arcane Thundersmite – 1 zone 1×1×1; assail Ftl [utilization; 0 pneuma]: blast area melee 1; strike +2; <i>shake</i> harm 1d10+3
Arcane shadowray – 1 strike; assail Nml [utilization; 0 pneuma]: targeted ranged 40; strike +2; <i>gloom</i> harm 1d8+3
Arcane Firespears – 4 strikes; assail Nml [utilization; 1 pneuma]: targeted ranged 30; strike +2; <i>wreck</i> (<i>stab</i>) harm 1d6+1 plus <i>flare</i> harm 1d6 Option [adjutant; 2 pneuma]: <i>combine</i>
Arcane Crushsphere – 1 zone 6×6×6; assail Ftl [utilization; 1 pneuma]: blast area ranged 30; strike +2; <i>whelm</i> harm 1d6+1
Monster and Mortal Powers: <i>arcane omen</i> ; <i>arcane radiance</i> ; <i>arcane shadow</i> ; <i>arcane sigil</i> ; <i>baleful jinx</i> ; <i>chargecrush</i> ; <i>flankguard</i> ; <i>goonsmite</i> ; <i>grappling</i> – standard; <i>inferior defense</i> (Mfl); <i>magic channeling</i> ; <i>magic countering</i> ; <i>magic deciphering</i> ; <i>magic sensing</i> ; <i>slumberwatch</i> ; <i>speedburst</i> (+3)
Ascension-Point Value: 28

BATTLER TROLL
Tier: Surging
Liferview: <i>laxful-wicked-leeward</i>
Languages: Common, Giant, Weird, Faerie
Shape: 2×1×3 Size Modifier: -1 Mass Modifier: +3 Speed: walk 13 (armor -1); swim 5 (armor -1); burrow 1
Roottraits: Brw 7; Lth 4; Smt 1; Wis 2; Glt 0 Hasten: 6 Defenses: Nml 21; Ftl 24; Mfl 13 Grit: 58+8d6 [86] Pneuma: 8
Harm Yields: <u>susceptible</u> <i>flare, frost, gleam, gloom, shake, shock, logos, charis, heinous</i> ; <u>resistant</u> <i>wreck</i> 4 (armor +7), <i>whelm</i> 1 (armor +1), <i>rasp</i> 5, <i>rot</i> 6; <u>immune</u> <i>chaos, hubris, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>imbalanced, prostrated, nauseated, retched, poisoned</i>
Lifeskills: <i>chip</i> +3 (sta); <i>clout</i> +0 (sta); <i>deepfare</i> +7 (imp); <i>dive</i> +12 (imp; armor -4); <i>farlore</i> +0 (sta); <i>heed</i> +2 (sta); <i>herd</i> +7 (sta); <i>hew</i> +4 (sta); <i>landfare</i> +7 (imp); <i>look</i> +7 (adv); <i>lurk</i> +7 (imp; armor -4); <i>mingle</i> +0 (sta); <i>nighlore</i> +2 (sta); <i>seafare</i> +5 (imp); <i>search</i> +3 (sta); <i>smith</i> +4 (sta); <i>taw</i> +5 (sta); <i>toil</i> +10 (imp; armor -4); <i>tumble</i> +4 (sta; armor -4); <i>weave</i> +4 (sta)
ATTACKS AND POWERS
Innate Weapons – 5 strikes; assail Nml [utilization; 0 pneuma]: • 3 <i>Bites</i> : targeted melee 1; strike +7; <i>wreck</i> (<i>rend-stab</i>) harm 1d4+1 Option [adjutant; 1 pneuma]: <i>slash</i> (1d6) or <i>gore</i> (1d6) • 2 <i>Claws</i> : targeted melee 2; strike +7; <i>wreck</i> (<i>rend-stab</i>) harm 1d8+6 Option [adjutant; 1 pneuma]: <i>slash</i> (1d6) or <i>gore</i> (1d6)
Innate and Melee Weapons – 4 strikes; assail Nml [utilization; 0 pneuma]: • 3 <i>Bites</i> : targeted melee 1; strike +7; <i>wreck</i> (<i>rend-stab</i>) harm 1d4 Option [adjutant; 1 pneuma]: <i>slash</i> (1d6) or <i>gore</i> (1d6) • 1 <i>Mattock</i> (<i>Aggressive Stance</i>): targeted melee 2; strike +7; <i>wreck</i> (<i>beat-stab</i>) harm 1d10+1d8+17 Option [adjutant; 1 pneuma]: <i>squash</i> (1d6) or <i>gore</i> (1d6)
1 Shortspear (<i>Defensive Stance</i>) – 1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 2 or ranged 20/40/60; strike +7; <i>wreck</i> (<i>stab</i>) harm 1d12+17 Option [adjutant; 1 pneuma]: <i>gore</i> (1d6)
Poisonbreath or Acidbreath – 1 zone 1×1×1; assail Ftl [utilization; 1 pneuma]: blast area melee 1; strike +2; <i>rot</i> [swamp] or <i>rasp</i> [cave] harm 1d6+3 Option [adjutant; 1 pneuma]: <i>smolder</i> (1d4) Option [adjutant; 1 pneuma]: replace 1 <i>bite</i> -strike with <i>venombreath</i> or <i>acidbreath</i> , incorporated into <i>innate weapons</i> utilization action
Monster and Mortal Powers: <i>chargecrush</i> ; <i>flankguard</i> ; <i>goonsmite</i> ; <i>grappling</i> – standard; <i>inferior defense</i> (Mfl); <i>slumberwatch</i> ; <i>speedburst</i> (+4)
Ascension-Point Value: 35

ALPENGARD | MONSTER STATISTICS

CURSER TROLL
Tier: Honing Lifeview: <i>laxful-wicked-leeward</i> Languages: Common, Giant, Weird, Faerie, Dragon, Fiend
Shape: 3×1×3 Size Modifier: -2 Mass Modifier: +4 Speed: walk 11 (armor -1); swim 4 (armor -1); burrow 1
Roottraits: Brw 6; Lth 4; Smt 3; Wis 3; Glt 1 Hasten: 7 Defenses: Nml 25; Ftl 30; Mfl 16 Grit: 85+10d6 [120] Pneuma: 11
Harm Yields: <u>susceptible</u> <i>flare, frost, gleam, gloom, shake, shock, logos, charis, heinous</i> ; <u>resistant</u> <i>wreck</i> 4 (armor/shield +10), <i>whelm</i> 2 (armor/shield +2), <i>rasp</i> 5, <i>rot</i> 7; <u>immune</u> <i>chaos, hubris, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>imbalanced, prostrated, nauseated, retched, poisoned</i>
Lifeskills: <i>chip</i> +5 (sta); <i>clout</i> +3 (imp); <i>deepfare</i> +8 (imp); <i>dive</i> +11 (imp; armor/shield -6); <i>farlore</i> +2 (sta); <i>heed</i> +4 (imp); <i>herd</i> +6 (sta); <i>hew</i> +6 (sta); <i>landfare</i> +8 (imp); <i>look</i> +8 (adv); <i>lurk</i> +7 (imp; armor/shield -6); <i>mingle</i> +2 (sta); <i>nighlore</i> +4 (sta); <i>seafare</i> +6 (imp); <i>search</i> +5 (sta); <i>smith</i> +6 (sta); <i>taw</i> +6 (sta); <i>toil</i> +9 (imp; armor/shield -6); <i>tumble</i> +5 (sta; armor/shield -6); <i>weave</i> +5 (sta)
ATTACKS AND POWERS
Innate Weapons – 5 strikes; assail Nml [utilization; 0 pneuma]: • 3 <i>Bites</i> : targeted melee 1; strike +7; <i>wreck</i> (<i>rend-stab</i>) harm 1d6+3 Option [adjutant; 1 pneuma]: <i>slash</i> (1d6) or <i>gore</i> (1d6) • 2 <i>Claws</i> : targeted melee 2; strike +7; <i>wreck</i> (<i>rend-stab</i>) harm 1d8+3 Option [adjutant; 1 pneuma]: <i>slash</i> (1d6) or <i>gore</i> (1d6)
Innate and Melee Weapons – 4 strikes; assail Nml [utilization; 0 pneuma]: • 3 <i>Bites</i> : targeted melee 1; strike +7; <i>wreck</i> (<i>rend-stab</i>) harm 1d6+2 Option [adjutant; 1 pneuma]: <i>slash</i> (1d6) or <i>gore</i> (1d6) • 1 <i>Staff</i> (<i>Transitive Stance</i>): targeted melee 2; strike +7; <i>wreck</i> (<i>beat</i>) harm 1d10+15 Option [adjutant; 1 pneuma]: <i>squash</i> (1d6)
Poisonbreath or Acidbreath – 1 zone 1×1×1; assail Ftl [utilization; 1 pneuma]: blast area melee 1; strike +3; <i>rot</i> [swamp] or <i>rasp</i> [cave] harm 1d8+5 Option [adjutant; 1 pneuma]: <i>smolder</i> (1d4) Option [adjutant; 1 pneuma]: replace 1 <i>bite</i> -strike with <i>venombreath</i> or <i>acidbreath</i> , incorporated into <i>innate weapons</i> utilization action
Arcane shadowsmite – 1 zone 1×1×1; assail Ftl [utilization; 0 pneuma]: blast area melee 2; strike +3; <i>gloom</i> harm 1d10+5
Arcane Gleamray – 1 strike; assail Nml [utilization; 0 pneuma]: targeted ranged 40; strike +3; <i>gleam</i> harm 1d8+4
Arcane Thunderspears – 4 strikes; assail Nml [utilization; 1 pneuma]: targeted ranged 30; strike +3; <i>wreck</i> (<i>stab</i>) harm 1d6+1 plus <i>shake</i> harm 1d6+1 Option [adjutant; 2 pneuma]: <i>combine</i>
Arcane Acidsphere – 1 zone 6×6×6; assail Ftl [utilization; 1 pneuma]: blast area ranged 30; strike +3; <i>rasp</i> harm 1d6+2
Arcane Poisonwall – 12 zones 1×1×1; assail Ftl [utilization; 3 pneuma]: wall area ranged 20; strike +3; <i>rot</i> harm 1d4+3 – <i>persist</i> (5 rounds); moderately obscure visibility; increase terrain difficulty 1 grade
Monster and Mortal Powers: <i>arcane omen</i> ; <i>arcane radiance</i> ; <i>arcane shadow</i> ; <i>arcane sigil</i> ; <i>baleful curse</i> ; <i>baleful jinx</i> ; <i>chargecrush</i> ; <i>flankguard</i> ; <i>goonsmite</i> ; <i>grappling</i> – standard; <i>inferior defense</i> (Mfl); <i>magic channeling</i> ; <i>magic countering</i> ; <i>magic deciphering</i> ; <i>magic sensing</i> ; <i>slumberwatch</i> ; <i>speedburst</i> (+4)
Ascension-Point Value: 47

LEADER TROLL
Tier: Helming Lifeview: <i>lashful-wicked-leeward</i> Languages: Common, Giant, Weird, Faerie, Dragon
Shape: 2×2×3 Size Modifier: -3 Mass Modifier: +6 Speed: walk 16 (armor -1); swim 6 (armor -1); burrow 1
Roottraits: Brw 9; Lth 5; Smt 2; Wis 2; Glt 2 Hasten: 6 Defenses: Nml 27; Ftl 38; Mfl 14 Grit: 123+12d6 [165] Pneuma: 14
Harm Yields: <u>susceptible</u> <i>flare, frost, gleam, gloom, shake, shock, logos, charis, heinous</i> ; <u>resistant</u> <i>wreck</i> 5 (armor +9), <i>whelm</i> 2 (armor +2), <i>rasp</i> 6, <i>rot</i> 7; <u>immune</u> <i>chaos, hubris, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>imbalanced, prostrated, nauseated, retched, poisoned</i>
Lifeskills: <i>chip</i> +4 (sta); <i>clout</i> +3 (sta); <i>deepfare</i> +8 (imp); <i>dive</i> +13 (imp; armor -4); <i>farlore</i> +3 (sta); <i>heed</i> +3 (sta); <i>herd</i> +10 (sta); <i>hew</i> +6 (sta); <i>landfare</i> +8 (imp); <i>look</i> +8 (adv); <i>lurk</i> +8 (imp; armor -4); <i>mingle</i> +3 (sta); <i>nighlore</i> +3 (sta); <i>seafare</i> +8 (imp); <i>search</i> +4 (sta); <i>smith</i> +6 (sta); <i>taw</i> +6 (sta); <i>toil</i> +13 (imp; armor -4); <i>tumble</i> +7 (imp; armor -4); <i>weave</i> +4 (sta)
ATTACKS AND POWERS
Innate Weapons – 5 strikes; assail Nml [utilization; 0 pneuma]: • 3 <i>Bites</i> : targeted melee 2; strike +8; <i>wreck</i> (<i>rend-stab</i>) harm 1d6+3 Option [adjutant; 1 pneuma]: <i>slash</i> (1d6) or <i>gore</i> (1d6) • 2 <i>Claws</i> : targeted melee 2; strike +8; <i>wreck</i> (<i>rend-stab</i>) harm 1d10+5 Option [adjutant; 1 pneuma]: <i>slash</i> (1d6) or <i>gore</i> (1d6)
Innate and Melee Weapons – 4 strikes; assail Nml [utilization; 0 pneuma]: • 3 <i>Bites</i> : targeted melee 2; strike +8; <i>wreck</i> (<i>rend-stab</i>) harm 1d6 Option [adjutant; 1 pneuma]: <i>slash</i> (1d6) or <i>gore</i> (1d6) • 1 <i>Direflail</i> (<i>Aggressive Stance</i>): targeted melee 2; strike +8; <i>wreck</i> (<i>beat-stab</i>) harm 1d12+1d10+19 Option [adjutant; 1 pneuma]: <i>squash</i> (1d8) or <i>gore</i> (1d8)
1 Spear (<i>Transitive Stance</i>) – 1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 2 and targeted ranged 20/40/60; strike +8; <i>wreck</i> (<i>stab</i>) harm 1d10+1d8+19 Option [adjutant; 1 pneuma]: <i>gore</i> (1d8)
Poisonbreath or Acidbreath – 1 zone 1×1×1; assail Ftl [utilization; 1 pneuma]: blast area melee 1; strike +2; <i>rot</i> [swamp] or <i>rasp</i> [cave] harm 1d10+4 Option [adjutant; 1 pneuma]: <i>smolder</i> (1d6) Option [adjutant; 1 pneuma]: replace 1 <i>bite</i> -strike with <i>venombreath</i> or <i>acidbreath</i> , incorporated into <i>innate weapons</i> utilization action
Monster and Mortal Powers: <i>chargecrush</i> ; <i>flankguard</i> ; <i>goonsmite</i> ; <i>grappling</i> – improved; <i>inferior defense</i> (Mfl); <i>slumberwatch</i> ; <i>speedburst</i> (+5)
Ascension-Point Value: 58

ALPENGARD | MONSTER STATISTICS

HEXER TROLL
Tier: Quelling Lifeview: <i>lawful-wicked-leeward</i> Languages: Common, Giant, Weird, Faerie, Dragon, Primal, Fiend
Shape: 2×2×4 Size Modifier: -4 Mass Modifier: +8 Speed: walk 14 (armor/shield -2); swim 7 (armor/shield -2); burrow 1
Roottraits: Brw 7; Lth 6; Smt 4; Wis 4; Glt 2 Hasten: 8 Defenses: Nml 29 (shield -1); Ftl 34; Mfl 18 Grit: 162+14d6 [211] Pneuma: 16
Harm Yields: <u>susceptible</u> <i>flare, frost, gleam, gloom, shake, shock, logos, charis, heinous</i> ; <u>resistant</u> <i>wreck</i> 5 (armor/shield +13), <i>whelm</i> 2 (armor/shield +4), <i>rasp</i> 7, <i>rot</i> 7; <u>immune</u> <i>chaos, hubris, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>imbalanced, prostrated, nauseated, retched, poisoned</i>
Lifeskills: <i>chip</i> +7 (sta); <i>clout</i> +5 (imp); <i>deepfare</i> +9 (imp); <i>dive</i> +13 (imp; armor/shield -7); <i>farlore</i> +4 (sta); <i>heed</i> +6 (imp); <i>herd</i> +8 (sta); <i>hew</i> +7 (sta); <i>landfare</i> +9 (imp); <i>look</i> +10 (adv); <i>lurk</i> +9 (imp; armor/shield -7); <i>mingle</i> +4 (sta); <i>nighlore</i> +6 (sta); <i>seafare</i> +7 (imp); <i>search</i> +8 (imp); <i>smith</i> +7 (sta); <i>taw</i> +7 (sta); <i>toil</i> +11 (imp; armor/shield -7); <i>tumble</i> +8 (sta; armor/shield -7); <i>weave</i> +7 (sta)
ATTACKS AND POWERS
Innate Weapons – 5 strikes; assail Nml [utilization; 0 pneuma]: • 3 <i>Bites</i> : targeted melee 2; strike +9; <i>wreck</i> (<i>rend-stab</i>) harm 1d8+4 Option [adjutant; 1 pneuma]: <i>slash</i> (1d6) or <i>gore</i> (1d6) • 2 <i>Claws</i> : targeted melee 3; strike +9; <i>wreck</i> (<i>rend-stab</i>) harm 1d10+4 Option [adjutant; 1 pneuma]: <i>slash</i> (1d8) or <i>gore</i> (1d8)
Innate and Melee Weapons – 4 strikes; assail Nml [utilization; 0 pneuma]: • 3 <i>Bites</i> : targeted melee 2; strike +9; <i>wreck</i> (<i>rend-stab</i>) harm 1d8 Option [adjutant; 1 pneuma]: <i>slash</i> (1d6) or <i>gore</i> (1d6) • 1 <i>Staff</i> (<i>Transitive Stance</i>): targeted melee 3; strike +9; <i>wreck</i> (<i>beat</i>) harm 1d12+20 Option [adjutant; 1 pneuma]: <i>squash</i> (1d8)
Poisonbreath or Acidbreath – 1 zone 1×1×1; assail Ftl [utilization; 1 pneuma]: blast area melee 1; strike +4; <i>rot</i> [swamp] or <i>rasp</i> [cave] harm 1d8+6 Option [adjutant; 1 pneuma]: <i>smolder</i> (1d4) Option [adjutant; 1 pneuma]: replace 1 <i>bite</i> -strike with <i>venombreath</i> or <i>acidbreath</i> , incorporated into <i>innate weapons</i> utilization action
Arcane Acidsmite – 1 zone 1×1×1; assail Ftl [utilization; 0 pneuma]: blast area melee 2; strike +4; <i>rasp</i> harm 1d10+6
Arcane Snowray – 1 strike; assail Nml [utilization; 0 pneuma]: targeted ranged 40; strike +5; <i>frost</i> harm 1d8+5
Arcane Gleamspears – 4 strikes; assail Nml [utilization; 1 pneuma]: targeted ranged 30; strike +4; <i>wreck</i> (<i>stab</i>) harm 1d6+1 plus <i>gleam</i> harm 1d6+1 Option [adjutant; 2 pneuma]: <i>combine</i>
Arcane Firesphere – 1 zone 6×6×6; assail Ftl [utilization; 1 pneuma]: blast area ranged 30; strike +4; <i>flare</i> harm 1d6+2
Arcane radiancenewall – 12 zones 1×1×1; assail Ftl [utilization; 3 pneuma]: wall area ranged 20; strike +4; <i>shock</i> harm 1d4+3 – <i>persist</i> (5 rounds); moderately obscure visibility; increase terrain difficulty 1 grade
Arcane Crushwisp – 1 strike; assail Nml [utilization; 3 pneuma]: targeted ranged 10; strike +4; <i>whelm</i> harm 1d4 – <i>persist</i> (10 rounds; range 10)
Monster and Mortal Powers: <i>arcane omen</i> ; <i>arcane radiance</i> ; <i>arcane shadow</i> ; <i>arcane sigil</i> ; <i>baleful curse</i> ; <i>baleful hex</i> (debilitation, misfortune, sorrow); <i>baleful jinx</i> ; <i>chargecrush</i> ; <i>flankguard</i> ; <i>goonsmite</i> ; <i>grappling</i> – standard; <i>inferior defense</i> (Mfl); <i>magic channeling</i> ; <i>magic countering</i> ; <i>magic deciphering</i> ; <i>magic sensing</i> ; <i>slumberwatch</i> ; <i>speedburst</i> (+5)
Ascension-Point Value: 70

RULER TROLL
Tier: Mastering Lifeview: <i>lawful-wicked-leeward</i> Languages: Common, Giant, Weird, Faerie, Dragon
Shape: 3×2×4 Size Modifier: -6 Mass Modifier: +12 Speed: walk 19 (armor -2); swim 9 (armor -2); burrow 2
Roottraits: Brw 10; Lth 7; Smt 2; Wis 4; Glt 3 Hasten: 8 Defenses: Nml 30 (armor -1); Ftl 41; Mfl 17 Grit: 217+16d6 [272] Pneuma: 19
Harm Yields: <u>susceptible</u> <i>flare, frost, gleam, gloom, shake, shock, chaos, charis, heinous</i> ; <u>resistant</u> <i>wreck</i> 6 (armor +11), <i>whelm</i> 2 (armor +2), <i>rasp</i> 8, <i>rot</i> 8; <u>immune</u> <i>logos, hubris, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>imbalanced, prostrated, nauseated, retched, poisoned</i>
Lifeskills: <i>chip</i> +5 (sta); <i>clout</i> +5 (imp); <i>deepfare</i> +11 (imp); <i>dive</i> +13 (imp; armor -4); <i>farlore</i> +4 (sta); <i>heed</i> +5 (sta); <i>herd</i> +10 (sta); <i>hew</i> +7 (sta); <i>landfare</i> +11 (imp); <i>look</i> +9 (adv); <i>lurk</i> +11 (imp; armor -4); <i>mingle</i> +4 (sta); <i>nighlore</i> +4 (sta); <i>seafare</i> +9 (imp); <i>search</i> +4 (sta); <i>smith</i> +7 (sta); <i>taw</i> +9 (sta); <i>toil</i> +13 (imp; armor -4); <i>tumble</i> +8 (sta; armor -4); <i>weave</i> +7 (sta)
ATTACKS AND POWERS
Innate Weapons – 5 strikes; assail Nml [utilization; 0 pneuma]: • 3 <i>Bites</i> : targeted melee 2; strike +10; <i>wreck</i> (<i>rend-stab</i>) harm 1d10+3 Option [adjutant; 1 pneuma]: <i>slash</i> (1d8) or <i>gore</i> (1d8) • 2 <i>Claws</i> : targeted melee 3; strike +10; <i>wreck</i> (<i>rend-stab</i>) harm 2d8+6 Option [adjutant; 1 pneuma]: <i>slash</i> (1d8) or <i>gore</i> (1d8)
Innate and Melee Weapons – 4 strikes; assail Nml [utilization; 0 pneuma]: • 3 <i>Bites</i> : targeted melee 2; strike +10; <i>wreck</i> (<i>rend-stab</i>) harm 1d10 Option [adjutant; 1 pneuma]: <i>slash</i> (1d8) or <i>gore</i> (1d8) • 1 <i>Claymore</i> (<i>Aggressive Stance</i>): targeted melee 4; strike +10; <i>wreck</i> (<i>beat-rend</i>) harm 2d12+27 Option [adjutant; 1 pneuma]: <i>squash</i> (1d10) or <i>rend</i> (1d10)
1 Swiftbow (<i>Offensive Stance</i>) – 1 strike; assail Nml [utilization; 0 pneuma]: targeted ranged 40/80/120; strike +10; <i>wreck</i> (<i>stab</i>) harm 1d12+1d10+27 Option [adjutant; 1 pneuma]: <i>gore</i> (1d10)
Poisonbreath or Acidbreath – 1 zone 1×1×1; assail Ftl [utilization; 1 pneuma]: blast area melee 1; strike +4; <i>rot</i> [swamp] or <i>rasp</i> [cave] harm 2d8+4 Option [adjutant; 1 pneuma]: <i>smolder</i> (1d8) Option [adjutant; 1 pneuma]: replace 1 <i>bite</i> -strike with <i>venombreath</i> or <i>acidbreath</i> , incorporated into <i>innate weapons</i> utilization action
Monster and Mortal Powers: <i>chargecrush</i> ; <i>flankguard</i> ; <i>goonsmite</i> ; <i>grappling</i> – advanced; <i>inferior defense</i> (Mfl); <i>slumberwatch</i> ; <i>speedburst</i> (+5)
Ascension-Point Value: 76