

Troll, Trorc

(from "Dark Folk" by Role Aids. Additional stats by DM Superelf)

FREQUENCY: Very rare

NO. APPEARING: 1

ARMOR CLASS: 5; leaders 2; chiefs 4

MOVE: 12"

HIT DICE: 4; leaders 5+5; chiefs 8

% IN LAIR: 45%

TREASURE TYPE: D

NO. OF ATTACKS: 1 (bow) or 1 (bite)
or 3 (claw, claw, bite)

DAMAGE/ATTACK: 1-6 (bow) or 2-12
(bite) or 1-4/1-4/2-8(2-24 if both
claws hit) (claw/claw/bite)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: Regeneration

MAGIC RESISTANCE: Standard

INTELLIGENCE: Low-Average

ALIGNMENT: Chaotic evil

SIZE: L (7'-8')

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/nil

LEVEL/X.P. VALUE: Normal: IV/185+4/hp

Leader: VI/525+6/hp

Chief: VII/1250+10/hp



Trorcs are an awful crossbreed between an Orc and a Troll. From their Orc parentage, they have inherited a complete hatred of Elves and an attitude of extreme cruelty toward all weaker life forms. From their troll parentage, they have inherited improved infravision (90') and regeneration (only 1 hit per turn). They are large (8 tall), Chaotic Evil, and of average to low intelligence. Trorcs speak Orc, Troll, and the languages of chaos and evil. They live to be about 75 years of age.

Trorcs are red, green, yellow, or brown in color with dull, black eyes and are somewhat fire-resistant (+2 to save vs. fire, but -2 to save vs. cold) and immune to *Fear* spells. They are dextrous (+2 with bows) and are competent guards as they are completely fearless. They will use their bows until close melee is enjoined; then the bows are discarded. In combat, they usually (85%) have only one attack, a vicious bite with needle-sharp teeth for 2-12 points damage. The rest of the time, they will try three attacks, two claws for 1-4 each and then the bite for 2-8; if both claws hit, the bite (if it succeeds, it will be at +3) will do 2-24 points damage. For every 12 Trorcs, there will be a 5+5 HD Sub-leader. The leaders usually carry both a sword and a dagger and can use both each melee round. For every 20 Trorcs, there will be one 8 HD Chief, who usually carries two swords and uses both each melee round.