

Creature	Family	Section	Str Roll	Str Avg	Con Roll	Con Avg	Siz Roll	Siz Avg	Int Roll	Int Avg	Pow Roll	Pow Avg	Dex Roll	Dex Avg	App Roll	App Avg	Hit Points	Damage Bonus	Armor	80% Skills	60% Skills	50% Skills	40% Skills	30% Skills	Weapons	Powers
Ogre, One Headed	giant	monster	2d6+12	19	2d6+6	13	2d6+12	19	2d6+2	9	2d6+6	13	2d6+3	10	2d6+2	9	16	+1d6	1d4+1 skin						club 50% 1d8+1+db	magic defense Pow+5
Ogre, Two Headed	giant	monster	2d6+17	24	2d6+6	13	2d6+17	24	2d6+3	10	2d6+6	13	2d6+3	10	2d6+2	9	18.5	+2d6	1d4+1 skin						club 50% 1d8+2+db	magic defense Pow+5
Ogre, Three Headed	giant	monster	2d6+22	29	2d6+6	13	2d6+22	29	2d6+4	11	2d6+6	13	2d6+3	10	2d6+2	9	21	+3d6	1d4+1 skin						club 50% 1d8+3+db	magic defense Pow+5
Giant, hill	giant	monster	2d6+25	32	2d6+8	15	2d6+25	32	2d6+4	11	2d6+6	13	2d6+2	9	2d6+3	10	23.5	+3d6	1d6+1 skin						giant club 60% 2d8+db, giant thrown rock 40% 2d6+1+1/2db	magic defense Pow+10, immune to poison
Giant, stone	giant	monster	2d6+33	40	2d6+11	18	2d6+33	40	2d6+5	12	2d6+9	16	2d6+2	9	2d6+3	10	29	+4d6	1d6+2 skin						giant club 60% 2d10+db, giant thrown rock 40% 2d8+1+1/2db	magic defense Pow+10, immune to poison, camouflage as stone
Giant, fire	giant	monster	2d6+41	48	2d6+14	21	2d6+41	48	2d6+5	12	2d6+9	16	2d6+2	9	3d6	10.5	34.5	+5d6	1d6+3 skin						giant sword 60% 2d10+3+db, giant thrown rock 40% 2d10+1+1/2db	magic defense Pow+15, immune to poison, adapted to fire, create fire
Giant, frost	giant	monster	2d6+49	56	2d6+17	24	2d6+49	56	2d6+5	12	2d6+12	19	2d6+2	9	3d6	10.5	40	+6d6	1d6+4 skin						giant axe 60% 3d10+db, giant thrown rock 40% 2d10+3+1/2db	magic defense Pow+15, immune to poison, adapted to cold, call mists
Giant, mountain	giant	monster	2d6+57	64	2d6+20	27	2d6+57	64	2d6+5	12	2d6+12	19	2d6+2	9	3d6	10.5	45.5	+7d6	1d6+5 skin						giant club 60% 1d8+4+db, giant thrown rock 40% 2d10+5+1/2db	magic defense Pow+20, immune to poison, call mists, camouflage as mountain
Giant, sea	giant	monster	2d6+65	72	2d6+22	30	2d6+65	72	2d6+6	13	2d6+15	22	2d6+2	9	3d6	10.5	51	+8d6	1d6+6 skin		swim				trident 60% 3d10+3+db, giant thrown rock 40% 3d10+1+1/2db	magic defense Pow+20, immune to poison, adapted to water, call mist, call storms at sea
Giant, storm	giant	monster	2d6+73	80	2d6+25	33	2d6+73	80	2d6+6	13	2d6+15	22	2d6+2	9	3d6	10.5	56.5	+9d6	1d6+7 skin						giant club 60% 3d10+4+db, giant thrown rock 40% 3d10+3+1/2db	magic defense Pow+25, immune to poison, call storms
Troll, Rat	troll	monster	2d6+19	26	2d6+13	20	2d6+15	22	2d4+3	8	2d6+5	12	2d6+3	10	2d6+3	10	21	+2d6	1d8 skin			move quietly, hide			claw 50% 1d8+db, bite 40% 1d8+1/2db	dark vision, regeneration, magic defense Pow+10, immune to poison, 2 attacks, dig
Troll, Fish	troll	monster	2d6+19	26	2d6+13	20	2d6+15	22	2d6+3	10	2d6+7	14	2d6+3	10	2d6+3	10	21	+2d6	1d8 skin		swim				claw 50% 1d8+db, bite 40% 1d8+1/2db	dark vision, regeneration, magic defense Pow+10, immune to poison, 2 attacks, adapted to water
Troll, Kaos	troll	monster	2d6+19	26	2d6+13	20	2d6+15	22	2d6+5	12	2d6+5	12	2d6+3	10	2d6+3	10	21	+2d6	1d8 skin						maul 60% 2d8+db, claw 50% 1d8+db	dark vision, regeneration, magic defense Pow+10, immune to poison
Troll, Forest	troll	monster	2d6+19	26	2d6+13	20	2d6+15	22	2d6+3	10	2d6+7	14	2d6+3	10	2d6+3	10	21	+2d6	1d8 skin			move quietly, hide			claw 50% 1d8+db	dark vision, regeneration, magic defense Pow+10, immune to poison, 2 attacks, camouflage in forest
Troll, Rock	troll	monster	2d6+26	33	2d6+13	20	2d6+17	24	2d6+3	10	2d6+7	14	2d6+3	10	2d6+3	10	22	+3d6	1d8+4 skin						maul 60% 2d8+1+db, claw 50% 1d8+db	dark vision, regeneration, magic defense Pow+10, immune to poison, turn to stone in sunlight or at will
Troll, Ice	troll	monster	2d6+26	33	2d6+17	24	2d6+17	24	2d6+3	10	2d6+7	14	2d6+3	10	2d6+3	10	24	+3d6	1d8 skin						maul 60% 2d8+1+db, claw 50% 1d8+db	dark vision, regeneration, magic defense Pow+10, immune to poison, adapted to cold, camouflage as snow
Troll, Lava	troll	monster	2d6+26	33	2d6+13	20	2d6+17	24	2d6+3	10	2d6+7	14	2d6+3	10	2d6+3	10	22	+3d6	1d8 skin						claw 50% 1d8+db	dark vision, regeneration, magic defense Pow+10, immune to poison, 2 attacks, adapted to lava
Troll, Cave	troll	monster	2d6+33	40	2d6+17	24	2d6+26	33	2d4+3	8	2d6+11	18	2d6+3	10	2d6+3	10	28.5	+4d6	1d8+4 skin						maul 60% 2d10+1+db, claw 50% 1d8+db	dark vision, regeneration, magic defense Pow+15, immune to poison