



<u>Monster Type</u>	<u>Number Appearing</u>	<u>Armor Class</u>	<u>Move in Inches</u>	<u>Hit Dice</u>	<u>% In Lair</u>	<u>Type or Amount of Treasure</u>
Balrog	1-6	2	6/15 (flying)	10	25	Type F

**BALROGS:** Balrogs are highly intelligent monsters with a magical nature. There is a high probability that spells will not work against them. To determine success of spells use a base of 75% resistance at the 11th level and adjust upwards or downwards in 5% increments, i. e. a 12th level Magic-User would have a 70% chance of resistance. Balrogs cannot be subdued, but they can be enlisted in the service of a strong chaotic character. There is, of course, always the possibility that the Balrog will attempt to assume command himself, for Chaotic creatures will generally obey a Balrog before a human (except for an Evil High Priest who is slightly more influential). Balrogs have those characteristics indicated in CHAINMAIL, but when fighting fantastic opponents they attack in two ways each turn: The normal attack is with a magical sword of +1 value, and if the Balrog immolates (any score of 7 or better on two six-sided dice, check each turn of melee) it also attacks with its whip. If the whip hits the Balrog drags the opponent against its flaming body, doing two, three or four dice of damage (depending on size)! In this manner a Balrog can fight one or two opponents at the same time. (M & T, pg 14)

**CHAINMAIL:** A Balrog is truly a terrible opponent. Balrogs cannot be killed by normal missile fire or in normal combat. It inflicts casualties in normal combat as if it were two Heavy Horse. In addition, the Balrog can immolate any normal figure it touches during its move or melee. They operate equally well in darkness or in light. They can fly 15" per turn, and remain airborne for three turns. Morale Rating — 50 Point Value — 75

M & M, pg 8: "a player wishing to be a Balrog would have to begin as let us say a "young" one"  
 M & M, pg 9: Balrogs listed under Chaos in the Alignment Table  
 M & M, pg 23: "A strong anti-magical creature (i.e., a Balrog) will shatter [a Hold Portal spell]"

M & T, pg 7: 25% chance of a Balrog per 100 Orcs in a Cave Complex, Nil chance in a Village  
 M & T, pg 32: Ring of Fire Resistance takes 1 away from damage caused by Balrog immolation

U & WA, pg 11: LEVEL 6 MONSTER Table - Balrogs are die roll 9  
 U & WA, pg 15: Type of Guards in Castle Table - Balrogs (1-4) are die roll 2 for Wizard  
 U & WA, pg 16: Wilderness MOVEMENT Table - Flying column has Balrog speed of 15 hexes  
 U & WA, pg 18: FLYER TYPES - die roll 12 is Balrog, pg 19: DRAGON TYPES - die roll 10

GH, pg 17: Balrogs - 2 Attacks, Damage 1-12 with sword & 2-12, 3-18 or 4-24 according to size  
 GH, pg 63: Monstrous Tricks and Combination Monsters - A Balrog riding a Red Dragon, or a Balrog with Salamanders as servants, or a Balrog with a pet fire-breathing Hydra  
 GH, pg 65: LEVEL 6 MONSTER Table - Balrogs are die roll 13