



# d30 Troll Mutations

## TRM1: TROLL MUTATIONS

| Roll | Type/Descriptions       |   |
|------|-------------------------|---|
| 1    | chameleon ability       | blends into surroundings; surprises on a 1-3 on 1d6   |
| 2    | cycloptic               | no depth of vision (-1 penalty on all "to hit" rolls)   |
| 3    | diseased bite           | save vs. poison or be infected by leprosy-like disease*   |
| 4    | extra arms (2)          | 2 extra attacks per round: claws (1d4+4 ea.)  |
| 5    | extra head              | 1 extra bite attack per round (must be made vs. same opponent as first bite); +3 bonus to all surprise rolls                      |
| 6    | gaseous breath          | in lieu of bite attack — 3' diameter breath cloud (save vs. poison or fall unconscious 2d4 turns)                                 |
| 7    | gaseous attack          | 1 extra attack per round: gaseous attack from back end; all in 10' radius must save vs. poison or suffer -1 "to hit" for d6 turns |
| 8    | gaze attack             | all looking upon troll must save vs. paralysis or stand stunned in fear for 1d4 turns   |
| 9    | generates electricity   | +1d4 points of electrical damage to each claw and bite attack   |
| 10   | glows                   | generates light equal to candle; +3 to all victims' surprise rolls  |
| 11   | increased regeneration  | roll 1d3 (once per creature, not per round); result=additional hp regained per round during regeneration                          |
| 12   | increased speed         | <b>roll additional 1d3</b> [1=move:15; 2=move:18; 3=move:24]  |
| 13   | larger-than-normal      | roll 1d6 (once per creature), multiply result by: additional 1+1HD, and +1 STR bonus to all attacks                               |
| 14   | leaping                 | able to leap 6' in a single round (to clear a maximum height of 8')   |
| 15   | limited vision          | does not possess infravision  |
| 16   | partial carapace        | -3 AC bonus vs. attacks from behind   |
| 17   | poisonous bite          | save vs. poison or die in 2d4 turns   |
| 18   | precognition            | +1 to all saving throws, "to hit" rolls, and surprise rolls; -1 AC bonus  |
| 19   | quills/spines           | 3d6 total spines/quills; up to 3 additional attacks per round: quills (1d4+1 ea.); regrow at a rate of 1 per turn                 |
| 20   | "reversed" regeneration | does regenerate fire damage, but does not regenerate cold damage (does not regenerate acid per standard troll)                    |
| 21   | scaly skin              | <b>roll additional 1d3</b> [1=light scales (-1 AC bonus); 2=medium scales (-2 AC bonus); 3=heavy scales (-3 AC bonus)]            |
| 22   | sluggish                | movement of 9 (instead of normal movement of 12)  |
| 23   | sonic attack            | bite attack may be replaced by shrieking attack; all in 30' radius vs. save vs. paralysis or be stunned with fear 1d4 rounds      |
| 24   | spider climbing         | able to climb on all surfaces, equal to standard movement; +2 to victims' surprise rolls on attacks from above                    |
| 25   | spit attack (acid)      | on successful "to hit" roll, does 1d4 per round until washed off; hits eyes and blinds permanently on natural 20 "to hit"         |
| 26   | tail, standard          | 1 extra attack per round: tail swipe (1d6+2)  |
| 27   | tail, prehensile        | 1 extra attack per round: tail swipe (1d6+2) or weapon (by weapon type +2 damage from STR bonus)                                  |
| 28   | teleportive ability     | may "blink" up to 30' distance, once per turn   |
| 29   | thin-skinned            | +1 AC penalty   |
| 30   | weak                    | -1 point of damage per attack form (due to low STR)   |

\* wounds do not heal, regardless of source, until removed by cure disease spell; fatal in 3-6 months if left untreated; 1 pt. of CHA lost week's duration of the disease)