

Mere Trolls

Mere trolls are malevolent, humanoid creatures with great strength and resilience, typically found in Mercania (where they are known as “fyrd-trulls”), Krarth and the Gnawing Wastes.

Tall and gaunt, they are easily mistaken for a man if glimpsed from afar. On closer inspection the illusion is broken - dark, reptilian skin glistens over sinewy muscles, while a cruel, fang filled maw dominates a bestial face. Yellow bloodshot eyes with slit-like pupils complete the monstrous visage.

Mere-trolls hunt near water and typically dig their lairs into the soft wet earth along the banks of a river or lake. They can remain submerged in the water for hours, with the only evidence of their presence being the top of their heads and their slitted yellow eyes peering unblinking from beneath slimy, tangled roots. They are most active during the hours of darkness or within the dim confines of a lair, as sunlight dries and cracks their miry skin and burns their sensitive eyes, all but blinding them.

The blood of a mere-troll compels all who are unfortunate enough to imbibe it to become subservient to the creature (Magical Attack 24). Fortunately most are too savage to make use of this power, preferring to slay and consume creatures that fall under their thrall. This enchantment can be removed with a ‘dispel magic’ cast with at least 9 magic points.

All mere-trolls are ostensibly male – the female equivalent is a much rarer and altogether more dangerous creature known as a ‘mere-hag’ (roughly translated from the Mercanian ‘fyrd-voor’). Mere hags are larger and more powerful, covered as they are with an even tougher hide and possessing a wicked cunning.

Mere-troll (Mere-hag values after the oblique)

Attack 20/22

Defence 12

Magical Defence 18/20

Evasion 4

Stealth 14

Perception 9 (Darksight)

Health Points 1d6+16 / 1d6+20

Talons d6+2, 5*

Armour Factor 3/4

Movement 10m (20m)

Rank Equivalent 7th / 9th

*Great strength imparts a +2 modifier to the armour bypass and damage of the mere-troll (included here).

In sunlight the creature is weakened considerably and suffers a -4 penalty to Attack and Defence, as well as inflicting only d6, 3 damage.

Instead of attacking with her claws, a mere-hag can spew a gout of blood on a target, losing 2 health points in the process. Victims must roll equal to or under their reflexes on D20 to avoid swallowing the noxious liquid. Those that fail must resist a Magical Attack of 24 or fall under the hags thrall.

Mere-hags spend a great deal of time in the water, and their lairs are often found among submerged caves at the bottom of lakes or deep rivers. Large treasure hoards can accumulate over the years, scavenged from the bodies of their victims. They are somewhat more intelligent than mere trolls, and will not hesitate to use weapons in place of their claws.

Unlike the oft dim-witted males, a mere-hag will likely have several other large aquatic creatures as guardians, both natural and magical in origin – water leapers, mere-gaunts and even wyverns might be found guarding her territory.