

# Shadowspawn (UtDB is a free Online Resource )

	Hit Dice	Initiative	Speed	Defence	Attacks	Damage	Special Attacks	Special Qualities	Saves	Abilities	Skills	Feats
<b>Trolloc</b> (p. 248)	3d8+3 (16)	+1 (dex)	30'	14 (-1 size, +1 dex,+4mail)	Scythesword +4; Shortbow +3	Scythesword 2d4+3; shortbow 1d6		Low light, scent, light sensitive, Myrddraal link	Fort +4, Ref +3, Will, +1	15, 12, 13, 9, 10, 9	Climb +2, hide, +2, listen +3, move silently +3, spot +3	Alertness
<b>Myrddraal</b> ( p. 243)	9d8+36 (76)	+6 (dex)	40'	22 (+6 dex, +2 natural, +4 bk. plate)	Shadowblade +13/+8	Shadowblade 1d10+4 & disease	Shadowblade, disease, fear gaze	Blindsight, dark vitality, trolloc link, One sense, shadowwalk	Fort +10, Ref +12, Will +5	18, 22, 18, 15, 14, 16	Hide +10, listen +6, move silently +10, spot +6	Cleave, dodge, power attack
<b>Draghkar</b> (p. 238)	2d8 (9)	+3 (dex)	30', fly 40' poor	13 (+3 dex)	2 talons +2	Talon 1d6	Captivating song, kiss	Low light vision	Fort +3, Ref +5, Will +2	10, 17, 11, 15, 14, 26	Listen +5, move silently +6, spot +5	Flyby attack
<b>Gholam</b> (p. 239)	10d8+50 (95)	+9 (+5 dex, +4 imp. Init.)	30'	20 (+5 dex, +5 natural)	Longsword +15/+10	Longsword 1d8+5		Damage reduction 5/+1, One sense, boneless, weave immunity, <i>ter'angreal</i> vulnerability	Fort +12, Ref +10, Will +5	20, 20, 20, 15, 15, 14	Intimidate +8, listen +6, move silently +19, spot +6	Combat expertise, improved initiative, power attack
<b>Gray Man</b> (p. 240)	4d8+12 (30)	+2 (dex)	30'	12 (+2 dex)	Short sword +8	Short sword 1d6+3	Sneak attack, death attack	Beneath notice	Fort +7, Ref +4, Will +1	16, 15, 16, 10, 10, 2	Climb +5, hide +13, listen +4, move silently +10, spot +4	Alertness, weapon focus (short sword)
<b>Darkhound: Lesser</b> (p.238)	8d8+32 (68)	+2 (dex)	50'	14 (+2 natural, +2 dex)	Bite +12	Bite 1d8+6 poison	Poison**	Scent, poisonous blood	Fort +10, Ref +6, Will +3	18, 15, 18, 6, 12, 14	Listen +10, spot +10, wilderness lore +9	Dodge, mobility, spring attack
<b>Darkhound: Greater</b> (p. 238)	8d8+40 (76)	+2 (dex)	60'	20 (+8 natural, +2 dex)	Bite +13	Bite 1d8+7 poison	Poison**	Scent, poisonous blood, regeneration 5	Fort +11, Ref +6, Will +4	20, 15, 20, 8, 14, 16	Listen +12, spot +12, wilderness lore +12	Dodge, mobility, spring attack
<b>Walking Eye</b> ( <i>PotD</i> p. 187)	4d8+8 (24)	+7 (+3 dex, +4 imp. Init.)	30', 20' climb	15 (+3 dex, +2 natural)	2 rakes +6, bite +1	Rake 1d6+2, bite 1d8+1	Fearsome aspect	Damage reduction 5/+1, regeneration 5	Fort +3, Ref +3, Will +1	15, 16, 14, 10, 13, 10	Climb +4, jump +3, spot +3	Improved initiative
<b>Shadow-Linked Rat</b> (p. 246)	¼ d 8 (1 hp)	+2 (dex)	15', 15' climb	14 (+2 size, +2 dex)	Bite +4	Bite 1d3-4	Scent		Fort +2, Ref +3, Will +1	2, 15, 10, 4, 12, 2	Balance +10, climb +12, hide +18, move silently +10	Weapon finesse (bite)
<b>Shadow Linked Raven</b> (p. 246)	¼ d 8 (1 hp)	+2 (dex)	10', 40' fly (avrg)	14 (+2 size, +2 dex)	Claws +4	Claws 1d2-5			Fort +2, Ref +3, Will +2	1, 15, 10, 4, 14, 6	Listen +6, spot +6	Weapon finesse (claws)
<b>Shadow Steed</b> (LuciusT; <i>UtDB</i> , p. 107)	4d8+12 (30)	+1 (dex)	50'	16 (-1 size, +1 dex, +6 natural)	2 hooves +7, bite +2	Hoof 1d6+4, bite 1d4+2	Trample 2d6+8	Scent	Fort +7, Ref +3, Will +2	18, 13, 17, 4, 13, 6	Move silently +9, listen +7, spot +7	Alertness
<b>Tauroc</b> (Matthew Krebs; <i>UtDB</i> , p. 107)	6d8+12 (39)	0	30'	14 (-1 size, +5 natural)	Huge hafted axe +9/+4, gore +4	Huge halfted axe 2d8+4, gore 1d8+2	Charge 4d6+6	Low light vision, scent, light sensitivity	Fort +6, Ref +5, Will +5	19, 10, 15, 7, 10, 8	Climb +4, hide +2, intimidate +5, jump +8, listen +8, move silently +3, search 6, spot 6	Alertness, great fortitude, power attack
<b>Worm</b> (LuciusT; <i>UtDB</i> , p. 108)	11d8+77 (127)	-2 (dex)	30', 20' burrow	19 (-4 size, -2 dex, +15 natural)	Bite +19	Bite 2d8+12	Improved grab, swallow whole	Tremorsense, damage reduction 15/ slashing	Fort +14, Ref +3, Will +4	35, 6, 25, 3, 12, 8	Listen +15, spot +15, climb +14	Power Attack, Improved bull rush, alertness

Exotic Creatures

	Hit Dice	Initiative	Speed	Defence	Attacks	Damage	Special Attacks	Special Qualities	Saves	Abilities	Skills	Feats
<b>Corlm</b> (p. 237)	2d10+6 (17)	+2 (dex)	30'	15 (+2 dex, +3 natural)	Bite +6	Bite 1d8+6		scent	Fort +6, Ref +4, Will +1	18, 15, 16, 3, 12, 10	Listen +11, spot +3, wilderness loar +12	Run
<b>Grolm</b> (p. 241)	3d10 (16)	+1 (dex)	40'	14 (+1 dex, +3 natural)	Bite +8, 2 claws +6	Bite 1d8+5, claw 1d4+2	Trip	Damage reduction 8/-, scent	Fort +3, Ref +3, Will +1	20, 12, 10, 2, 10, 4	Jump +10, listen +2, sense motive +8, spot +7	multiattack
<b>Lopar</b> (p. 242)	8d10+40 (84)	+1 (dex)	40', 5' standing	15 (-1 size, +1 dex, +5 natural)	2 claws + 15	Claw 1d10+8	Improved grab		Fort +11, Ref +5, Will +4	27, 13, 20, 4, 14, 12	Climb +14, listen +8, spot +8, wilderness lore +6	Alertness, run
<b>Raken</b> (p. 245)	5d10+10 (37)	+1 (dex)	10', fly 180' good	14 (-2 size, +3 dex, +3 natural)	2 claws +6, tail +6	Claw 1d6+3, tail 1d4+4			Fort +6, Ref +6, Will +2	16, 17, 15, 2, 12, 6	Climb +13, listen +4, spot +13	Alertness
<b>To'raken</b> (p. 246)	7d10+21 (59)	+1 (dex)	10', 120' fly poor	15 (-4 size, +1 dex, +8 natural)	2 claws +9, tail +9	Claw 1d8+6, tail 1d6+9			Fort +8, Ref +5, Will +2	22, 12, 17, 2, 10, 6	Climb +13, listen +2, spot +12	Alertness
<b>Torm</b> (p. 247)	6d10+18 (51)	+2 (dex)	50'	16 (-1 size, +2 dex, +5 natural)	2 claws +12, bite +7	Claw 1d8+7, bite 2d6+3		Frenzy	Fort +8, Ref +5, Will +3	25, 15, 17, 4, 12, 6	Climb +14, listen +8, spot +8, wilderness lore +4	Track
<b>S'redit</b> (p. 246; not exotic)	11d8+55 (104)	0	40'	15 (-2 size, +7 natural)	Slam +16, 2 stamps +11; or gore +16	Slam 2d6+10, stamp 2d6+5; gore 2d8+15	Trample 2d8+15	Scent	Fort +12, Ref +5, Will +4	30, 10, 21, 2, 13, 7	Listen +6, spot +6	

Animal Creatures

	Hit Dice	Initiative	Speed	Defence	Attacks	Damage	Special Attacks	Special Qualities	Saves	Abilities	Skills	Feats
<b>Horse, Heavy War</b> (p. 242)	4d8+12 (30)	+1 (dex)	50'	14 (-1 size, +1 dex, +4 natural)	2 hooves +6, bite +1	Hoof 1d6+4, bite 1d4+2		Scent	Fort +7, Ref +3, Will +2	18, 13, 17, 2, 13, 6	Listen +7, spot +7	
<b>Horse, Light</b> (p. 242)	3d8+6 (19)	+1 (dex)	60'	13 (-1 size, +1 dex, +3 natural)	2 hooves +2	Hoof 1d4+1		Scent	Fort +5, Ref +3, Will +2	13, 13, 15, 2, 12, 6	Listen +6, spot +6	
<b>Horse, Light War</b> (p.242)	3d8+9 (22)	+1 (dex)	60'	14 (-1 size, +1 dex, +4 natural)	2 hooves +4, bite -1	Hoof 1d4+3, bite 1d3+1		Scent	Fort +6, Ref +3, Will +2	16, 13, 17, 2, 13, 6	Listen +7, spot +7	
<b>Wolf</b> (p. 249)	2d8+4 (13)	+2 (dex)	50'	14 (+2 dex, +2 natural)	Bite +3	Bite 1d6+1		Low-light vision, scent, wolf-speech	Fort +7, Ref +3, Will +2	13, 15, 15, 8, 14, 10	Hide +5, Listen +6, Move Silently +4, spot +6, wilderness lore +4	Weapon finesse (bite)
<b>Fox</b> (d20 Annual #6, p. 42)	1d8 (4)	+4 (dex)	40'	15 (+1 size, +4 dex)	Bite +1	Bite 1d4		Scent	Fort +3, Ref +7, Will +1	11, 19, 11, 2, 12, 8	Hide +5, Listen +6, Move Silently +5, spot +6, wilderness lore +4 (+8 racial + scent)	
<b>Bear, Black/Brown</b> (d20 Annual #6, p. 37)	3d8+6 (19)	+1 (dex)	40'	13 (+1 dex, +2 natural)	2 claws +6, Bite +1	Claw 1d4+4, Bite 1d6+2		Scent	Fort +5, Ref +4, Will +2	19, 13, 15, 2, 12, 6	Climb +6, listen +4	Improved critical (claws)
<b>Bear, Cave</b> ( <i>PotD</i> , p. 34)	6d8+24 (54)	+1 (dex)	40'	15 (-1 size, +1 dex, +5 natural)	2 claws +11, Bite +6	Claw 1d8+8, Bite 2d8+4	Improved grab	Low light vision, scent	Fort +9, Ref +6, Will +3	27, 13, 19, 3, 12, 8	Listen +4, spot +7, swim +14	Power attack & cleave (claw), improved bull rush
<b>Bear, King</b> (d20 Annual #6, p. 37)	8d8+32 (68)	+1 (dex)	40'	15 (-1 size, +1 dex, +5 natural)	2 claws +13, Bite +8	Claw 1d8+8, Bite 2d8+4	Improved grab	Scent	Fort +10, Ref +7, Will +3	27, 13, 19, 2, 12, 6	Listen +4, spot +7, swim +8	

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## Animal Creatures; *continued*

	Hit Dice	Initiative	Speed	Defence	Attacks	Damage	Special Attacks	Special Qualities	Saves	Abilities	Skills	Feats
<b>Boar, Sand Pig*</b> <b>Gensa</b> (d20 Annual #6, p. 38)	1d8+1 (5)	+2 (dex)	30'	14 (+1 size, +2 dex, +1 natural)	Gore +3, bite +1	Gore 1d6, bite 1d4		Scent	Fort +3, Ref +4, Will +2	10, 15, 12, 2, 14, 4	Listen +6, spot +6	Weapon finesse (gore)
<b>Boar, Pecara</b> (d20 Annual #6, p. 38)	2d8+4 (13)	+2 (dex)	40'	15 (+2 dex, +3 natural)	Bite +3	Bite 1d6+3		Scent	Fort +5, Ref +5, Will +1	15, 15, 15, 2, 13, 4	Listen +5, spot +5	
<b>Boar, Wild Pig</b> (d20 Annual #6, p. 38)	3d8+6 (19)	+1 (dex)	40'	15 (+1 dex, +4 natural)	Gore +6	Gore 1d8+6		Ferocity, Scent	Fort +5, Ref +4, Will +2	19, 12, 15, 2, 13, 4	Listen +7, spot +5	
<b>Boar, Bladetusk*</b> <b>Lanra</b> (d20 Annual #6, p. 38)	3d8+9 (22)	0	40'	16 (+6 natural)	Gore +6	Gore 1d8+6		Aggressive, scent	Fort +6, Ref +3, Will +2	19, 10, 17, 2, 13, 4	Listen +7, spot +5	
<b>Swamp Cat</b> (d20 Annual #6, p. 40)	1d8+2 (6)	+3 (dex)	30', 20' swim	16 (-2 size, +3 dex, +1 natural)	2 claws +5, Bite +0	Claw 1d2-1, bite 1d3-1	Pounce, improved grab, rake 1d3-1	Scent	Fort +4, Ref +5, Will +1	8, 17, 15, 2, 12, 6	Balance +7, hide +7, jump +3**, listen +5, move silently +7, spot +4, swim +7	Weapon finesse (bite, claws)
<b>Sandcat*</b> <b>Caisid</b> (d20 Annual #6, p. 40)	1d8+2 (6)	+4 (dex)	50'	16 (+2 size, +4 dex)	2 claws +6, Bite +1	Bite 1d2, claw 1d3	Pounce, improved grab, rake 1d3-1	Scent	Fort +4, Ref +6, Will +3	10, 19, 15, 2, 16, 10	Balance +12**, climb +4, hide +8, listen +9, move silently +8, spot +8	Weapon finesse (bite, claws)
<b>Ridgecat*</b> <b>Maerid</b> (d20 Annual #6, p. 40)	3d8+3 (16)	+5 (dex)	40'	17 (+5 dex, +2 natural)	Bite +7, 2 claws +2	Bite 1d6+2, claw 1d3+1	Pounce, improved grab, rake 1d3+1	Scent	Fort +4, Ref +8, Will +4	15, 20, 13, 2, 16, 6	Balance +13**, climb +11, hide +10, spot +8	
<b>Ridgecat</b> (western) (d20 Annual #6, p. 40)	3d8+6 (19)	+4 (dex)	40', 10' climb	15 (+4 dex, +1 natural)	Bite +6, 2 claws +1	Bite 1d6+3, claw 1d3+1	Pounce, improved grab, rake 1d3+1	Scent	Fort +5, Ref +7, Will +3	16, 19, 15, 2, 14, 6	Balance +12**, climb 11, hide +9, listen +7, move silently +9, spot +7	Weapon finesse (bite, claws)
<b>Leopard, Black/Gold</b> (d20 Annual #6, p. 40)	3d8+6 (19)	+6 (dex)	40', 20' climb	17 (+6 dex, +1 natural)	Bite +8, 2 claws +3	Bite 1d6+3, claw 1d3+1	Pounce, improved grab, rake 1d3+1	Scent	Fort +5, Ref +9, Will +2	16, 22, 15, 2, 12, 6	Balance +14**, climb +12, hide +11, listen +6, move silently +11, spot +6	Weapon finesse (bite, claws)
<b>Mountain Cat</b> (p. 243)	3d8+6 (19)	+4 (dex)	40', 20' climb	15 (+4 dex, +1 natural)	Bite +6, 2 claws +1	Bite 1d6+3, claw 1d4+1	Pounce, improved grab, rake 1d4+1	Scent	Fort +5, Ref +6, Will +2	16, 19, 15, 2, 12, 6	Balance +12, climb +11, hide +9*, listen +6, move silently +9, spot +6	Weapon finesse (bite, claw)
<b>Lion</b> (d20 Annual #6, p. 40)	5d8+10 (32)	+3 (dex)	40'	15 (-1 size, +3 dex, +3 natural)	2 claws +7, Bite +2	Claw 1d4+5, bite 1d8+2	Pounce, improved grab, rake 1d4+2	Scent	Fort +6, Ref +7, Will +2	21, 17, 15, 2, 12, 6	Balance +7**, hide +4, jump +5, listen +5, move silently +11, spot +5	
<b>Goat; Longhorn Coema</b> (d20 Annual #6, p. 43)	1d8+3 (7)	+2 (dex)	40'	13 (+1 size, +2 dex)	Ram +1	Ram 1d3+1			Fort +3, Ref +4, Will +1	12, 14, 12, 2, 12, 6	Climb +5, listen +3, spot +5	
<b>Goat; Leaphorn* Gaellac</b> (d20 Annual #6, p. 43)	2d8+2 (11)	+1 (dex)	30', 10' climb	12 (+1 dex, +1 natural)	Ram +4	Ram 1d4+4			Fort +4, Ref +4, Will +0	16, 13, 12, 2, 11, 6	Climb +13, listen +3, spot +5	
<b>Shellback*</b> (d20 Annual #6, p. 43)	1d8+2 (6)	+1 (dex)	30', 5' burrow	18 (+1 size, +1 dex, +6 natural)	2 claws -1	Claws 1d3-2		Scent	Fort +4, Ref +3, Will +1	6, 12, 15, 2, 13, 4	Listen +6, spot +5	

\* Native to the Aiel Waste. \*\* Please refer to published material

## Animal Creatures; *continued*

	Hit Dice	Initiative	Speed	Defence	Attacks	Damage	Special Attacks	Special Qualities	Saves	Abilities	Skills	Feats
<b>Rat, Soetam</b> (d20 Annual #6, p. 43)	½d8+2 (3)	+3 (dex)	30', 20' swim	15 (+2 size, +3 dex)	Bite +5	Bite 1d4-3		Scent	Fort +4, Ref +5, Will +1	4, 17, 15, 2, 12, 2	Listen +9, spot +7, swim +8	Weapon finesse (bite)
<b>Rat, Sorda*</b> (d20 Annual #6, p. 43)	¼d8 (1)	+2 (dex)	15', 15' climb	15 (+2 size, +2 dex)	Bite +4	Bite 1d3-4		Scent	Fort +2, Ref +4, Will +1	2, 15, 10, 2, 12, 2	Balance +10, climb +12, hide +18, move silently +10	Weapon finesse (bite)
<b>Viper Bat</b> ( <i>PotD</i> , p. 149)	¼d8 (1)	+2 (dex)	5', 40' fly (good)	16 (+4 size, +2 dex)	Slash +6	1		Blindsight**	Fort +2, Ref +4, Will +2	1, 15, 10, 2, 14, 4	Listen +9, move silently +6, spot +9	Flyby attack, weapon finesse (slash)
<b>Viper Snake</b> ( <i>PotD</i> , p. 148)	1/4 d8 (1)	+3 (dex)	15', 15' climb, 15' swim	17 (+2 size, +3 dex, +2 natural)	Bite +5	Bite poison**: <b>Bklance</b> dc11, 1d3dex, 1d3dex; <b>HoodAdd</b> dc14, 2d6str, 2d6con; <b>MtnKing</b> dc17, 2d6con, 2d6con; <b>RedAdd</b> dc16, 1con, 2d6wiz; <b>ScPuffer</b> dc12, 1d6dex, 2d4con		Poison, scent	Fort +2, Ref +5, Will +1	6, 17, 11, 1, 12, 2	Balance +11, climb +12, hide +18, listen +8, spot +8	Weapon finesse (bite)
<b>Snake, Two Step*</b> (d20 Annual #6, p.45)	¼d8 (1)	+3 (dex)	15', 15' climb	17 (+2 size, +3 dex, +2 natural)	Bite +5	Bite 1d2-2 & poison: dc10, 3d6 Con, 2 <sup>nd</sup> = death.	Poison	Scent	Fort +2, Ref +5, Will +1	6, 17, 11, 1, 12, 2	Balance +11, climb +12, hide +18, listen +8, spot +8	Weapon finesse (bite)
<b>Snake, Venomous</b> (d20 Annual #6, p.45)	2d8 (9)	+3 (dex)	20', 20' climb, 20' swim	16 (+3 dex, +3 natural)	Bite +4	Bite 1d4-1 & poison**: <b>Bklance</b> dc11, 1d6con, 1d6con; <b>HoodAdd</b> dc11, 2d6con, 2 <sup>nd</sup> = death; <b>MtnKing</b> dc11, 1d6dex, 2 <sup>nd</sup> = death; <b>Blood</b> dc11, 2d6dex, 2 <sup>nd</sup> = death; <b>ScPuffer</b> dc11, 1d6con, perm. 1d6con; <b>KingViper</b> dc11, 1d6con, 1d6con	Poison	Scent	Fort +3, Ref +6, Will +1	8, 17, 11, 1, 12, 2	Balance +11, climb +11, hide +12, listen +9, spot +9	Weapon finesse (bite)
<b>Snake, Constrictors</b> (d20 Annual #6, p. 45)	3d8+3 (16)	+3 (dex)	20', 20' climb, 20' swim	15 (+3 dex, +2 natural)	Bite +5	Bite 1d3+4	Improved grab, constrict 1d3+4	Scent	Fort +4, Ref +6, Will +2	17, 17, 13, 1, 12, 2	Balance +11, climb +14, hide +11, listen +9, spot +9	
<b>Nightmare Spider</b> (Helge Bloon; <i>UtDB</i> , p. 106)	5d8+10 (28)	+2 (dex)	30'	15 (-1 size, +2 dex, +4 natural)	Bite +7, nightmare thread +7 ranged	Bite 1d6+1, nightmare thread**: dc16, 1d6 madness, 1d6 madness/24hours. Poison; dc14, 1d4dex, 1d4 dex	Poison, nightmare thread		Fort +6, Ref +5, Will +2	14, 14, 14, 18, 12, 10	Hide +14, move silently +14	
<b>"Spider Puppet"</b> (Helge Bloon; <i>UtDB</i> , p. 106)	Same as victim	New dex mod.**	20' (no run)	Same as victim with new dex modifier	Fist +1, weapon +1 (+1 str)	Fist 1d3 (+str)		Soulless**, controlled	Same as victim except Ref modified by reduced dex	As victim except dex 2, int & wis spider, cha 10		

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# Revised Shadowspawn (by LuciusT & Robert Poulin\*; UtDB is a free Online Resource )

	Hit Dice	Initiative	Speed	Defence	Attacks	Damage	Special Attacks	Special Qualities	Saves	Abilities	Skills	Feats
<b>Trolloc</b> (UtDB p. 102)	3d8+3 (16)	+1 (dex)	30'	14 (-1 size,+1 dex,+4mail)	Scythesword +4; Shortbow +3	Scythesword 2d4+3; shortbow 1d6		Low light, scent, light sensitive, Myrddraal link	Fort +4, Ref +3, Will, +1	15, 12, 13, 9, 10, 9	Climb +2, hide, +4, listen +4, move silently +4, spot +4	Alertness
<b>Myrddraal</b> (UtDB p. 101)	9d8+36 (76)	+6 (dex)	40'	22 (+6 dex, +2 natural, +4 black plate)	Shadowblade +13/+8	Shadowblade 1d10+4 & disease	Shadowblade (dc18,1d6con); Fear gaze (dc17, shaken 1d6mins -2 moral)	Blindsight, dark vitality, trolloc link, One sense, shadowwalk	Fort +10, Ref +12, Will +5	18, 22, 18, 15, 14, 16	Hide +10, Intimidate +10, listen +6, move silently +10, ride +8, spot +6	Cleave, dodge, power attack
<b>Draghkar</b> (UtDB p. 102)	5d8 (23)	+3 (dex)	30', fly 40' poor	15 (+3 dex, +2 natural)	2 talons +4	Talon 1d4-1	Captivating song (dc19); Kiss (dc19 1d6wis perm.)	Low light vision	Fort +4, Ref +6, Will +3	18, 17, 11, 6, 14, 22	Listen +8, move silently +7, spot +8	Alertness, Flyby attack
<b>Gray Man</b> (UtDB p. 103)	4d8+12 (30)	+2 (dex)	30'	14 (+2 dex, +2 natural)	Dagger +7 melee	Dagger 1d4+3	Sneak attack (+3d6 dmg), death attack (dc14=death)	Beneath notice	Fort +7, Ref +4, Will +1	16, 15, 16, 10, 10, 2	Hide +14, listen +4, move silently +14, spot +4	Alertness, stealthy
<b>Trolloc: Grunt*</b> (UtDB p. 104)	3d8+3 (16)	+1 (dex)	30'	14 (-1 size,+1 dex,+4mail)	Scythesword +5; Shortbow +4	Scythesword 2d4+3; shortbow 1d6		Low light, scent, light sensitive, Myrddraal link	Fort +4, Ref +3, Will, +1	16, 12, 13, 9, 10, 9	Climb +3, hide, +2, intimidate +5, jump +2, knowledge (Blight) +4, listen +3, move silently +2, spot +3, wilderness lore +3	Alertness
<b>Trolloc: Veteran*</b> (UtDB p. 104)	5d10+5 (38)	+1 (dex)	30'	18 (-1 size,+1 dex,+4mail, +4 class)	Scythesword +8; Shortbow +6; spear +8	Scythesword 2d4+3; shortbow 1d6 Spear 1d8+3		Low light, scent, light sensitive, Myrddraal link	Fort +5, Ref +4, Will, +2	17, 13, 13, 9, 10, 9	Add 1 rank to 5 "Grunt" skills	Alertness, power attack
<b>Trolloc: Elite*</b> (UtDB p. 104)	7d10+14 (64)	+2 (dex)	30'	20 (-1 size,+2 dex,+4mail, +5 class)	Axe +12; Shortbow +9	Axe 1d12+4; shortbow 1d6		Low light, scent, light sensitive, Myrddraal link	Fort +7, Ref +6, Will, +4	18, 14, 14, 9, 10, 9	Add 2 ranks to 5 "Grunt" skills	Alertness, power attack, cleave, weapon focus (axe)
<b>Trolloc: Commander*</b> (UtDB p. 104)	10d10+30 (96)	+6 (dex)	30'	22 (-1 size,+1 dex,+6mail, +6 class, -1 dex adj.)	Axe +15; Spear +14; Shortbow +12	Axe 1d12+6; Spear 1d8+4 shortbow 1d6		Low light, scent, light sensitive, Myrddraal link	Fort +12, Ref +8, Will, +6	19, 14, 16, 11, 10, 11	Add 3 ranks to 5 "Grunt" skills	Alertness, power attack, cleave, improved init., weapon focus & specialization(axe)
<b>Ogroloc</b> (Children of the Dragon website; by Calvin Fort)	12d8+36 (90)	+2 (-2 dex, +4 improved init.)	40'	9 (-2 size, -2 dex,+3 natural)	Scythesword +18/+13/+8, Gargantuan Greatclub +18/+13/+8	Scythesword 2d4+6 Gargantuan Greatclub 2d8+9		Damage reduction 5/+1, low light vision, scent, light sensitivity, dark one's longing	Fort +13, Ref +4, Will +4	23, 6, 16, 7, 10, 9	Intimidate +5, listen +6, spot +4	Improved initiative, power attack, cleave, heroic surge
<b>Forest Reaver</b> (Children of the Dragon website; by Calvin Fort)	16d8+80 (144)	+4	40'	23 (-1 size, +4 dex, +6 natural, +4 black plate)	Shadowblade +21/+16/+11/+6 disease	Shadowblade 2d6+5	Shadowblade disease	Damage reduction 5/+1, blindsight, dark vitality, weave resistance 20	Fort +14, Ref +12, Will +8	21, 18, 20, 15, 14, 15	Hide +12, listen +10, move silently +14, spot +10, concentration +14, craft (treesinging) +15	Latent treesinger, treesinger, corrupted tree warden, stealthy

(Table compiled by Ghaerdon Fain; found on "Ghaerdon Fain's Tiny Wheel of Time" web site. Wheel of Time is © Robert Jordan and TOR books. The d20 System and charts here represented © Wizards of the Coast. This table must be used in conjunction with, and purchase of, The Wheel of Time Role Playing Game, Prophecies of the Dragon& d20 Special Annual # 6 published by © Wizards of the Coast. Used without permission. Page 5 of 5)